

3·2·1·Contact[®]



Reaching for the Top ALL ABOUT Mountain Climbing

Also Inside:

- Going Fad Mad
- Hot News
from the Desert
- Square One
Hoopla!



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Campbell's Can-Do Puzzle Page

Something fun to do for
all kinds of Campbell's Kids.™

What kind of Campbell's Kid™ are you?

1.

Are you a tricky kid?

By moving only one can at a time, turn this pyramid into an upside-down pyramid in just two moves.



2.

Are you an artistic kid?

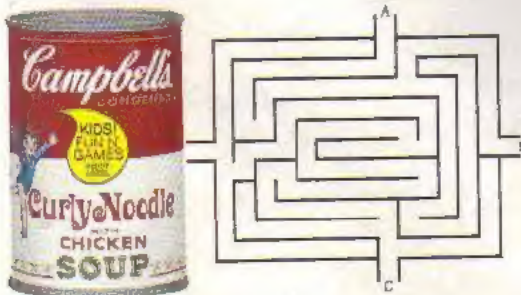
Connect the dots to draw the first thing you need for making a bowl of soup.



3.

Are you an amazing kid?

Which path will get you through the maze to the can of Campbell's Soup?



4.

Are you a speedy kid?

See how long it takes you to unscramble the name of this favorite Campbell's® Soup. Less than a minute and you must be hungry!



5.

Are you a sharp kid?

Only two of these cans are exactly alike. See if you can pick them out.



6.

Are you a clever kid?

Find three things wrong on this can.



- _____
- _____
- _____

M'm! M'm!
Good!®



ANSWERS

1. C
2. It's a can opener
3. C
4. Chicken Noodle-O's
5. Cans B and H
6. Soup misspelled, wrong color balloon, should be yellow, chicken instead of Campbell's Kid

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Cover: © A. Kearney/FPG International

Face on Mars?

The Viking, a U.S. spacecraft that went to Mars, took this photo in 1976. It looks a lot like a human face. Mark Carlotto, a scientist from Boston, MA, thinks that the "sculpture" may have been made by some lifeform.

But most scientists disagree. They think that it's an optical illusion created by the light and shadows on a large rock.

NASA—the U.S. space agency—plans to send another robot probe to Mars in 1992. It will have to take some more pictures before scientists have any answers to this mystery.

Story suggested by Stephanie Zubrick, of Exton, PA.

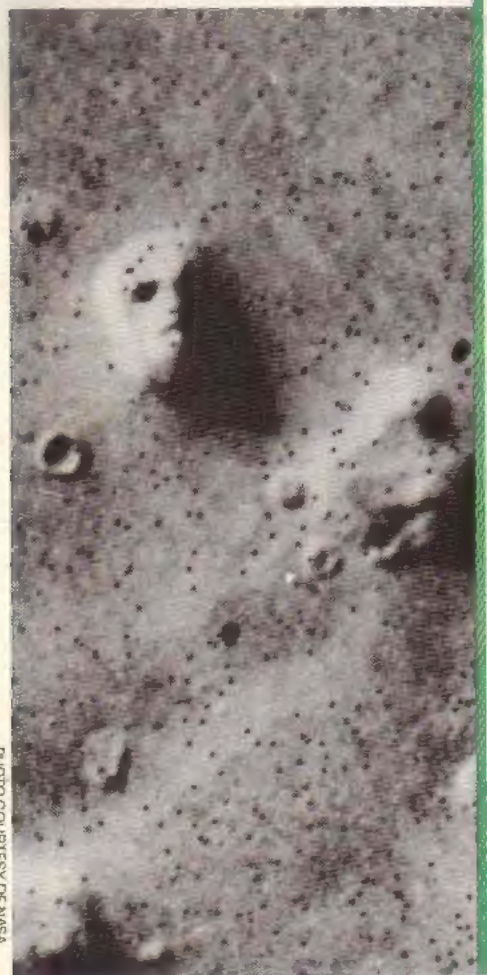


PHOTO COURTESY OF NASA



ILLUSTRATION BY RON LIPKING

Bee Pop

Open up a can of soda pop outdoors in summer. Attracted by the sugar, a bee may soon come buzzing by for a sip.

Most bees don't get to drink much soda. But John Klapac, a beekeeper in Silver Spring, MD, has started giving his bees all they want.

Mr. Klapac feeds his bees with soda-makers' leftover soft-drink syrup. The bees remove the natural sugar from the syrup and make a honey-like sauce.

When he feeds his bees cola syrup, they make a black sauce with a cola taste. When he feeds them lime syrup, they make lime sauce. "I use it for pancake syrup," Mr. Klapac told CONTACT. Story suggested by Doug Keele, West Liberty, IA.

Weather Whale

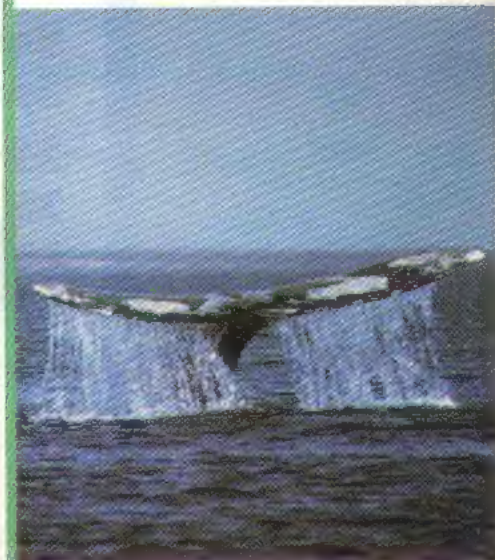
The next time you tune in to the evening news, a whale may be helping out the weather forecaster. The whale won't be sitting in the TV station, of course. It'll be diving deep in the ocean. But all the same, it may be helping to predict the weather!

Here's how: Scientists who study whales have started tracking them by satellite. To do it, they put a transmitter the size of a coffee cup on the whale's fin. The transmitter takes the ocean's temperature at different depths.

A whale comes to the surface every 30 minutes or so to breathe. When it does, the transmitter sends the ocean temperatures to the satellite. The satellite relays the information to the scientists.

How does knowing the ocean's temperature help weather forecasters? Ocean temperatures affect the direction of coastal winds. And those winds could blow in a rainstorm or a whale of a day!

Story suggested by Simone Wakefield, Kingston, Jamaica



Don't Butter Me!

According to a recent Gallup poll, today's teens know a lot about the risks of eating too much fat and cholesterol (koh-LESS-ter-ol). But they don't know enough about which foods contain cholesterol.

Cholesterol is a substance your body makes naturally—and also gets from animal foods like eggs, milk, and fats found in meat.



Your body needs some cholesterol, but when there's too much, it can collect on the inner wall of arteries, the tubes your blood flows through. Too much cholesterol makes the arteries narrower. This can lead to heart disease later in life.

Teens know this, but they don't know that some foods they eat all the time—ice cream and eggs—contain cholesterol. Most teens in the poll agreed that schools and parents could teach them a little more about eating to stay fit—both inside and out.



Dino Honker

What did the dinosaurs sound like? David Weishampel, a scientist at Johns Hopkins University, thinks he's answered that question for one kind of dinosaur—the hadrosaur. He says it honked!

When you make a sound, air travels through your nose. As with musical instruments, the shape of your nose changes the sound. The hadrosaur's nose was five feet long! It went from just above its mouth to way over its head.

To figure out what sound a hadrosaur made, Mr. Weishampel built a plastic copy of its nose. Then he honked it, by blowing it like a trumpet.

The sound was very low, as deep as a foghorn. Mr. Weishampel thinks hadrosaurs honked like this to help save their lives.

Hadrosaurs lived 72 million years ago, weighed about two tons, and ate plants. They could protect themselves from meat-eating dinosaurs only by staying in large groups. That's where honking came in handy. When a hadrosaur got lost, it could honk to find its way back to the herd.

Mr. Weishampel told CONTACT that honking a low note let the hadrosaur honk "long distance." "Low sounds travel farther," Mr. Weishampel explained. "My honker can be heard for miles."

Body Wars

Oh, no! You've been shrunk down to the size of a pill—and you've been swallowed! You're falling down someone's throat!

That may sound like a nightmare, but it's actually a new attraction that opens this year at Walt Disney's Epcot Center in Orlando, Florida. It's called "Body Wars."

Visitors to "Body Wars" will get a movie tour through the human ear, throat, lungs, heart, and brain. In the process, they'll learn all about the body and how it works.

Visitors will enter a small movie theater that's set on special "legs." Controlled by computer, these legs can bend and make the entire theater tilt, pitch, and roll. So when the movie shows you falling down a throat, you'll really feel like you're falling!



PHOTO © THE WALT DISNEY COMPANY

So What's New?

You tell us and you'll get a nifty CONTACT T-shirt—if we print your story. Send us any science story from the news that you think our readers would like to know about. (Be sure to tell us your T-shirt size and where you heard the story.) Send to:

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Any Questions?

By Lisa de Mauro

What is that little thing that hangs down in the back of your mouth and what's it for?

It's called a uvula (YOU-vu-lah) and although it doesn't look like much, it's a useful little thing to have. The uvula hangs down from a part of your mouth called the soft palate. Whenever you swallow, the uvula and the soft palate move up and cover the openings that lead to your nose. If they didn't, there would be nothing to stop food and drink from going up toward your nose instead of down toward your stomach.

When you breathe, the uvula and soft palate stay put and the openings that lead to your nose are not blocked. But just try to swallow while you are inhaling. You can't do both at the same time.

The name "uvula" comes from a Latin word that means "small grape." Whether you think it looks like a grape or not, the next time you eat a grape or anything else, your uvula will be on the job.

Question sent in by Matt Scanlin, Chevy Chase, MD.



Why do strawberries have seeds on the outside?

Before we can answer that question, we have to tell you something "berry" interesting. Scientists say that strawberries aren't really berries at all.

Strictly speaking, a berry is a fleshy fruit with seeds on the inside. Grapes, eggplants, and tomatoes are all considered berries! (Even though we don't call them grapeberries or eggplant berries.)

So what's a strawberry? The strawberry plant is a member of the rose family. The strawberry itself is an enlarged part of the plant's stem. And those things on the outside of a strawberry that look like seeds? Each one is actually a tiny dry fruit with a strawberry seed inside.

Question sent in by Nicole Yalanis, Bristol, CT.

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*What are these animals?
The Bower Bird, the Possum,
and the Archer Fish.



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A photograph of a desert landscape. In the foreground, there's a dirt path leading through low-lying desert vegetation. To the right, a large, multi-armed saguaro cactus is prominent. In the background, more saguaro cacti are scattered across a dry, hilly terrain under a clear blue sky.

Some Like It Hot

By Sherman and
Peter Rustad

A VISIT TO A DESERT ZOO

A mountain lion flicks his tail, attracted by the scent of a female lion nearby.

A diamondback rattlesnake glides sideways in the dust. For now, its fangs—which can cut deeply into a victim's flesh—are folded up neatly and stored along the upper jaw.

As they explore the paths of the Arizona Sonoran Desert Museum near Tucson, both animals seem a little puzzled. They haven't just broken out of a nearby zoo. They've just broken in!

Set in the middle of the cactus-studded desert, this "living museum" looks, feels, tastes, and smells so much like the real desert that it even fools the desert creatures themselves. And visitors to the museum-zoo learn all about desert life and desert animals.

"Even though we have a fence around the grounds, animals like javelinas and coyotes come in to eat our plantings or maybe just to look around," Carol Cochran, a zoo official, told CONTACT.

Javelinas are desert pigs. They are covered with a coarse bristly fur, have big, sharp teeth, and carry a tough reputation. Since the zoo has its own small herd of javelinas, it doesn't need

this wild visitor.

The zoo also hosts other desert animals like tarantulas, scorpions, Gila monsters, mountain lions, chuckwallas, bobcats, jaguarundis, ocelots, and coatamundis.

New Zoos

Today, zoo directors want visitors to see less of things like bars and cages and more of what the animal is really like in the wild. When zoos exhibit a Mexican gray wolf or a spotted jaguar, zoo officials want you to feel a little scared—as if you saw one in the real desert.

At the Arizona Sonoran Desert Museum, bighorn sheep stare down from high rocky perches. Mountain lions lope through tall grass between oaks and pinion pine. And black bears tussle at the bottom of a steep canyon wall or in a tree!

If many of the "rocks" are not always real (they're made of wire, cement, dye, and other materials), at least the plants are. Over 300 types of native plants grow on the museum grounds, including yuccas, agaves, saguaro cactus, and even the tall boojum tree—which looks like a very tall carrot standing on its head.

"We take animals and plants that appear in

the desert and bring them here," says Peter Siminski, the zoo's Bird and Mammal Curator. "When possible, we also like to put animals together that really live together in the wild."

It's not as easy as it sounds. In the white-tailed deer and Mirriam turkey exhibit, the deer not only ate the leafy cottonwood trees, they also liked to gobble on the turkeys' tailfeathers!

The bears, too, enjoyed munching on the oak and pine trees that the zoo planted for them. Eventually the trees were "wired" to give a harmless electric shock to the nibblers.

Occasionally, the bears also need to be taught a lesson by the gray foxes who share the exhibit with them.

"When the bears get too close," Peter Siminski says, "the foxes snarl, growl, and put on a show. Usually a 250-pound bear will back down from a 13-pound fox."

On Closer Look

As zoo visitors stroll around the saguaro and prickly pear, they are likely to stop and talk to the woman holding a tarantula in her hand. (Throughout the zoo, volunteers show animals and explain their habits.) Like most tarantulas, this one is quite gentle. ➡



PHOTO © 1988 PETER RUSSELL

Above: Some species of bears live in the desert. Here, two of them shinny up a pole for exercise.

Right: Snakes may look slimy, but their skin is quite dry. That's what this visitor to the museum-zoo is finding out!



PHOTO © 1988 PETER RUSSELL



PHOTO © ROGER AND DONNA ALKENHEAD/ANIMALS ANIMALS

All of the wild animals that museum workers show to visitors have been brought in sick or injured. Some were left by their owners who didn't want to care for the animals any more.

In another section of the museum, a group of schoolchildren are playing "who blinks first" with leathery desert tortoises. These reptiles can drink nearly half their weight in water. If you weighed 80 pounds, you would have to gulp some 16 quarts of water to keep up with this guzzler!

"One reason it's bad to pick up a tortoise in the wild," Carol says, "is that the animal will empty its bladder because it's frightened. That's a large water loss. The tortoise may not find enough additional water to survive until the summer rains."

Caves Are Cool

On a typical summer's day, temperatures in the desert can be as high as 110 degrees F. in the shade and 160 degrees F. on the surface of the soil. When things get "too hot to handle," a lot of desert animals go underground.

Left: A great horned owl takes a break in a cactus. This type of owl is native to southeast Arizona.

Below: These two chuckwallas are taking a sunbath in the hot desert sun. Temperatures can top 100 degrees day after summer day.

"Tarantulas have a bad reputation," Carol Cochran says. "You have to make them pretty mad before they'll bite."

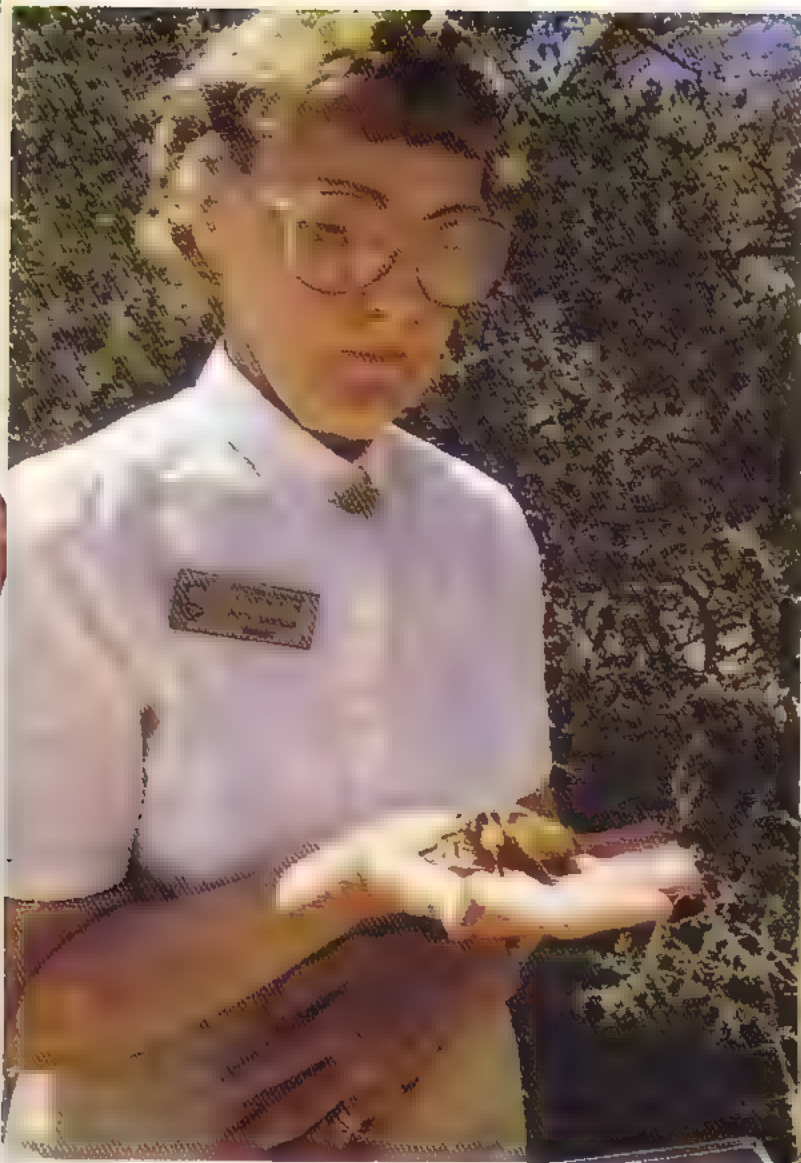
Of course, don't try telling this to the male of the species! Although female tarantulas can live as long as 21 years, males only live until they are ready to mate at 10 years. After that, their large and hungry brides usually eat them.

In another part of the Desert Museum, a volunteer is showing a visitor the sharp claws of a kestrel. Like the kangaroo rat and a few other desert animals, this hawk rarely drinks water. Instead, the bird depends on the body fluids of its prey.

"Before this particular kestrel came to the zoo, it had been raised as a pet and fed all wrong," Carol Cochran says. "As a result, it became sick and will never be able to survive on its own."



PHOTO © DOUG WELCH/ANIMALS ANIMALS

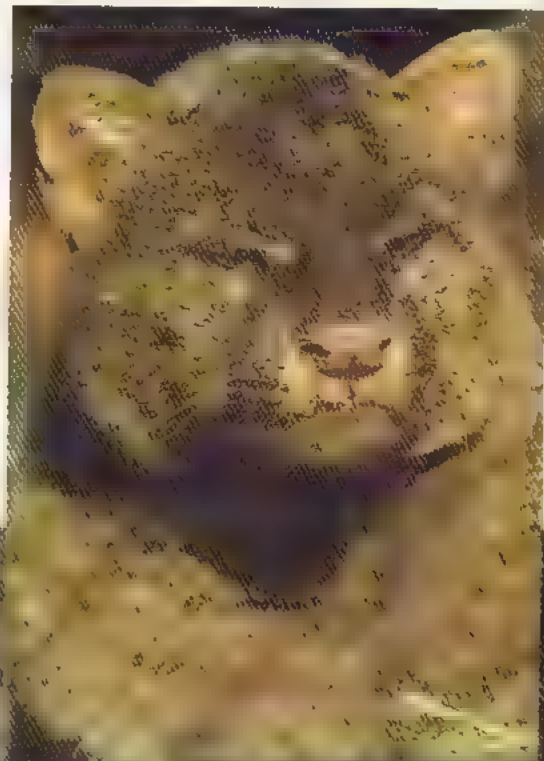


Above: Is this any way to spend your time? A zoo volunteer holds a tarantula for closer inspection. **Right:** Javelinas are desert pigs. They have very sharp teeth and coarse fur.

At the Arizona Sonoran Desert Museum, visitors can get out of the sun (along with the animals), by entering a limestone cave. In this dark world, a narrow path twists and winds past eerie-looking "icicles" of rock. Real bats even roost here. It's nature's way of providing air conditioning for desert animals.

And it's the zoo's way of providing a close-up look at desert life for thousands of visitors who want to find out more about the plants and animals of the Arizona desert! **620**

Below: This desert cat is a jaguarundi. It looks cute, but don't get too close!



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9

5

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All the words in the word hunt are names of things you wear. After you find all the words in the word list, unscramble the remaining letters to find this month's secret word.

- While skating backwards at the ice rink.
- At the bottom of the hill, right after a sled ride.
- Inside a snow fort.
- Holiday shopping at the mall.

Word List

S	H	O	E	S	P	Shirt	Pants
C	A	P	W	W	A	Boot	Scarf
A	T	O	B	E	N	Cap	Shoes
R	A	C	O	A	T	Coat	Tam
F	M	N	O	T	S	Sweater	
M	I	T	T	E	N	Mitten	
S	S	H	I	R	T	Hat	

LETTERMANIA

Are we all mixed up in the right order?

TRICERATOPS

Smile
Sam's
Joke-O-Rama

What is red
and white and
red and
white and red?

ANSWERS:
 Did the Owl's Famous Brainteasers: SKILLING
 Letterman!a: SNOWMAN
 Smilin' Sam's Joke-O-Rama: Santa Claus
 eating a Cherry Fun Fruit.
 Crazy Words: SNOW

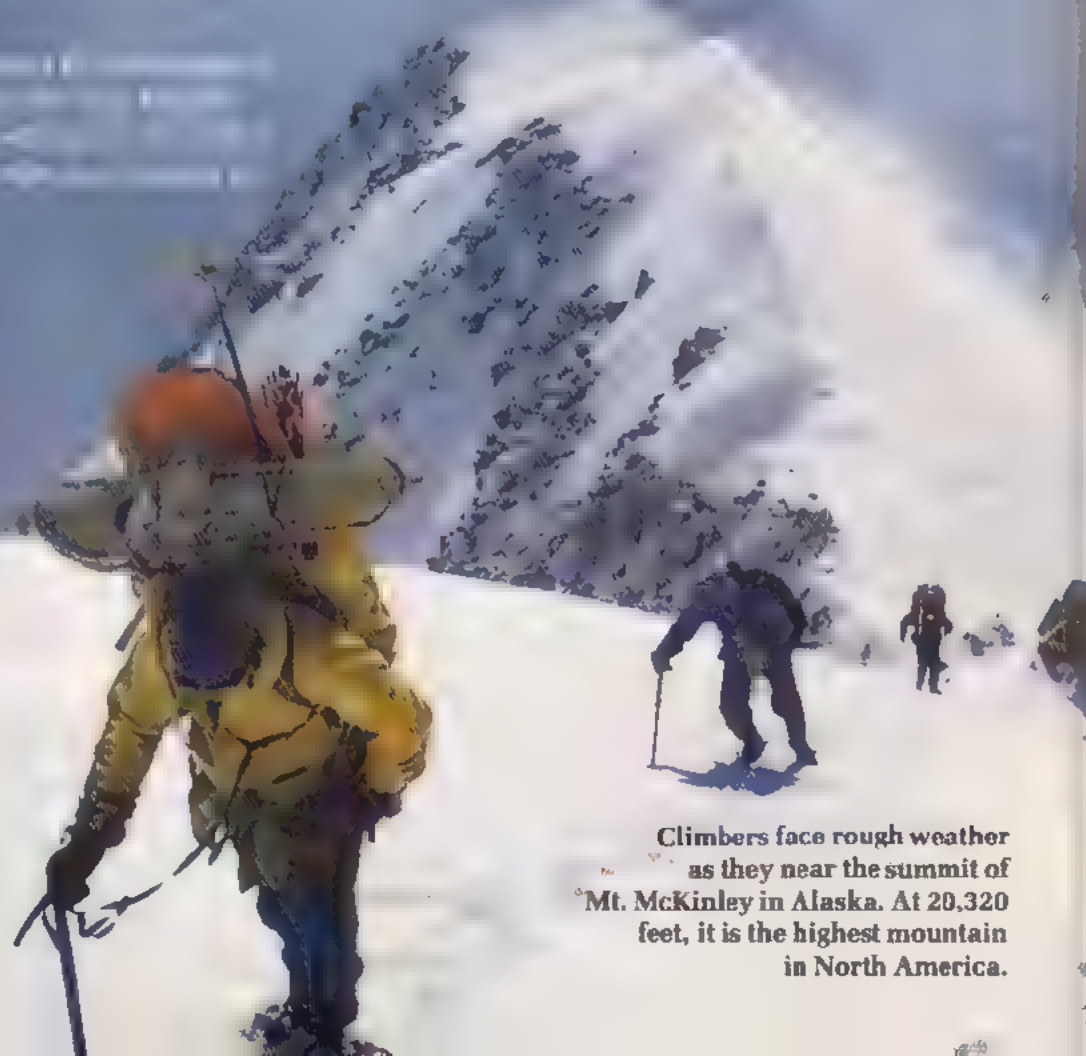
GOING

The mountain is a giant, snow-covered giant, its peaks and ridges jagged and sharp. The air is thin and cold, and the wind is howling. Climbers are seen in the distance, tiny figures against the vast, white expanse of the mountain. The scene is one of extreme isolation and danger.

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Mount McKinley

The mountain is a giant, snow-covered giant, its peaks and ridges jagged and sharp. The air is thin and cold, and the wind is howling. Climbers are seen in the distance, tiny figures against the vast, white expanse of the mountain. The scene is one of extreme isolation and danger.



Climbers face rough weather as they near the summit of Mt. McKinley in Alaska. At 20,320 feet, it is the highest mountain in North America.

UP?

CONTACT
TAKES A
"PEAK" AT
MOUNTAIN
CLIMBING



BY GAIL ENLOWELL/PHOTOGRAPHY ONLINE

Top: Backpackers hike along the lower slopes of Mt. Rainier in Washington state. Backpacking and hiking are the first steps to mountain climbing. **Above:** It's very important to have a good teacher when a person first starts to climb. Here, students of Outward Bound USA, learn how to use climbing equipment.

bring everything that they might need with them. That includes tents, sleeping bags, extra clothes, stoves and lots of food.

"While climbing, people are using their muscles every minute, so they wind up eating about three times as much as they normally do," Larry Day told CONTACT. "But getting water is usually not a problem, because there's almost always snow and ice that can be melted."

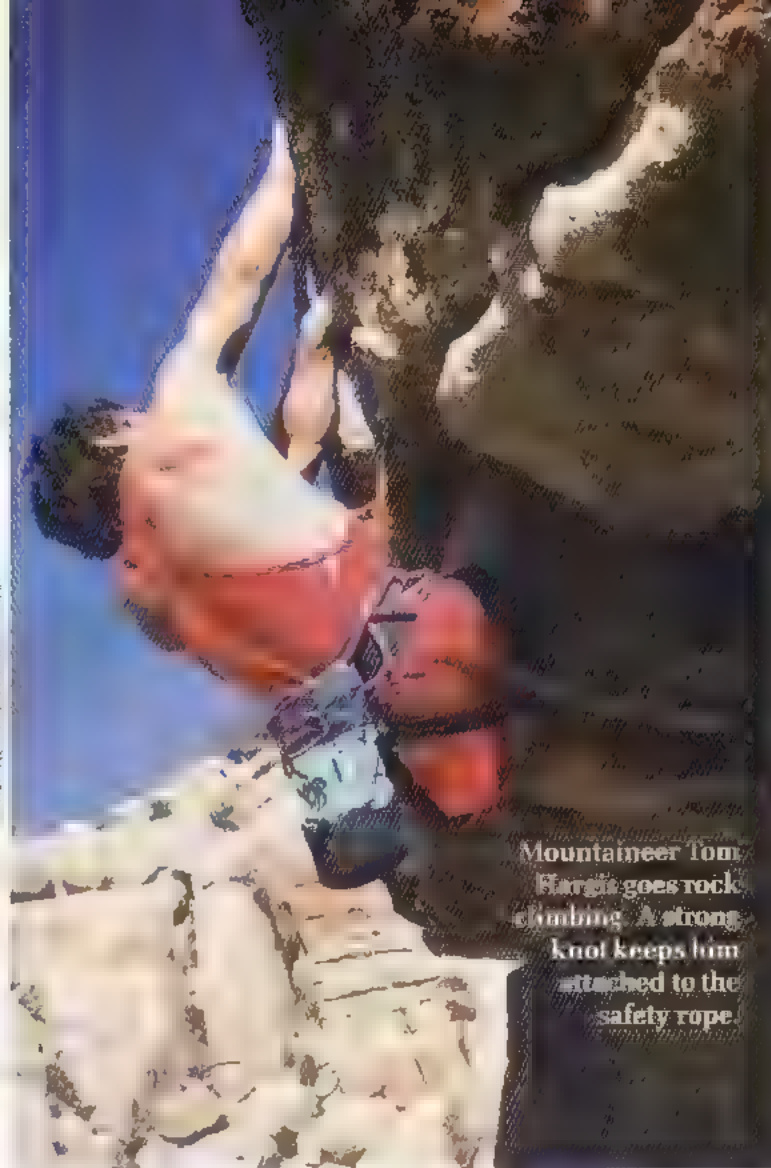
"On big peaks, supplies can be your biggest problem," says Gary Neptune, who climbed Mt. Everest in 1983. "Eight of us tried to make it to the top. To do that, we hired 40 people to help carry our gear up to 14,000 feet. After that, we had to go back and forth a lot of times to get all our supplies up to the next point."

On a high mountain peak, the sun can be dangerous. The atmosphere is thin so climbers need extra protection against sunburn.

But the biggest problem at high altitudes is



Gary Neptune nears the summit of Mt. Everest. The snow overhang above the group is a danger. It could break off and injure the climbers.



Mountaineer Tom Hargis goes rock climbing. A strong knot keeps him attached to the safety rope.

oxygen. The air above 17,000 feet is sometimes called the Death Zone. "When the air starts to get thin, you wind up taking one breath for every step you take," says Larry Day.

Above 20,000 feet, many climbers carry tanks to make up for some of the missing oxygen. But they can be very heavy and can run out even before a climber reaches the top. "When I was climbing Mt. Ama Dablam in the Himalayas (22,350 ft.), I didn't have a free hand to use to get rid of my empty tank," Gary Neptune told CONTACT. "I had to drag it with me all the way up the mountain."

Summit Fever

Near the top, with a few thousand feet to go, it's time to set up high camp. Most of the supplies get left behind as climbers set out for the peak. "That can be the most dangerous part of the trip," says Gary. "You can come down with a case of 'summit fever.' If you think too much

about being at the top, you could get careless and make a big mistake."

Scaling the last few thousand feet of a mountain is a cold and exhausting job. Climbers might average only 100 feet an hour!

Top of the World

Even after all the planning and hard work, after weeks of crawling up frozen walls and dangling from rocky ledges, a team of climbers may have to turn back. The weather might suddenly turn bad, climbers could get sick or injured, or food could simply run out. But for those who make it to the top, it is a very special feeling.

"It's completely different from anything else," says Larry Day. "It's like being in outer space."

Brian Okonek, who guides climbers to the top of North America's tallest mountain, Mt. McKinley, says, "At the top, you can really appreciate life on our planet. Everything up there is so

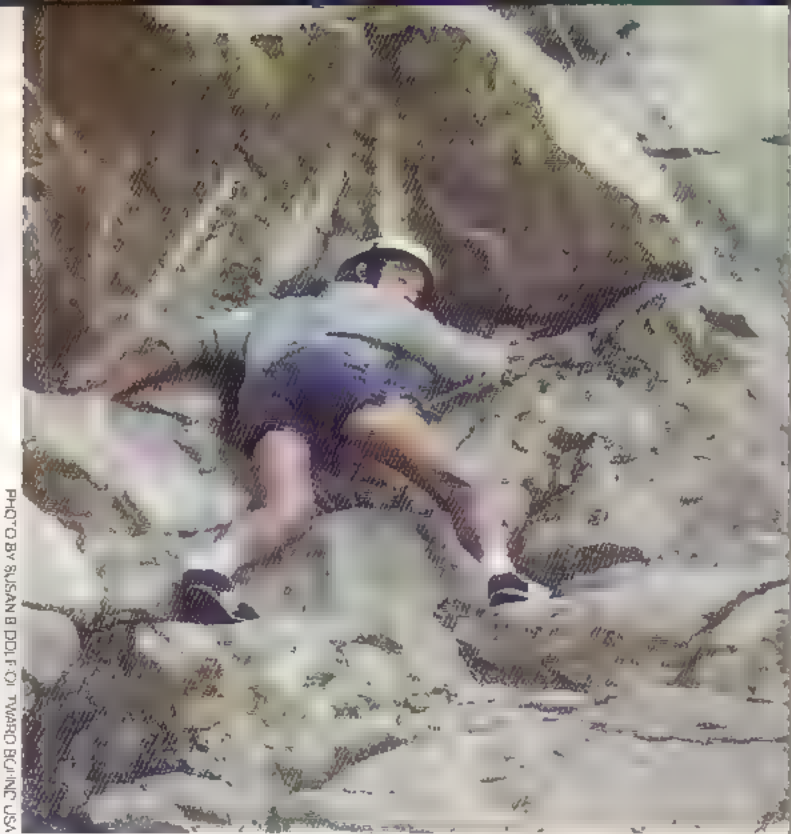
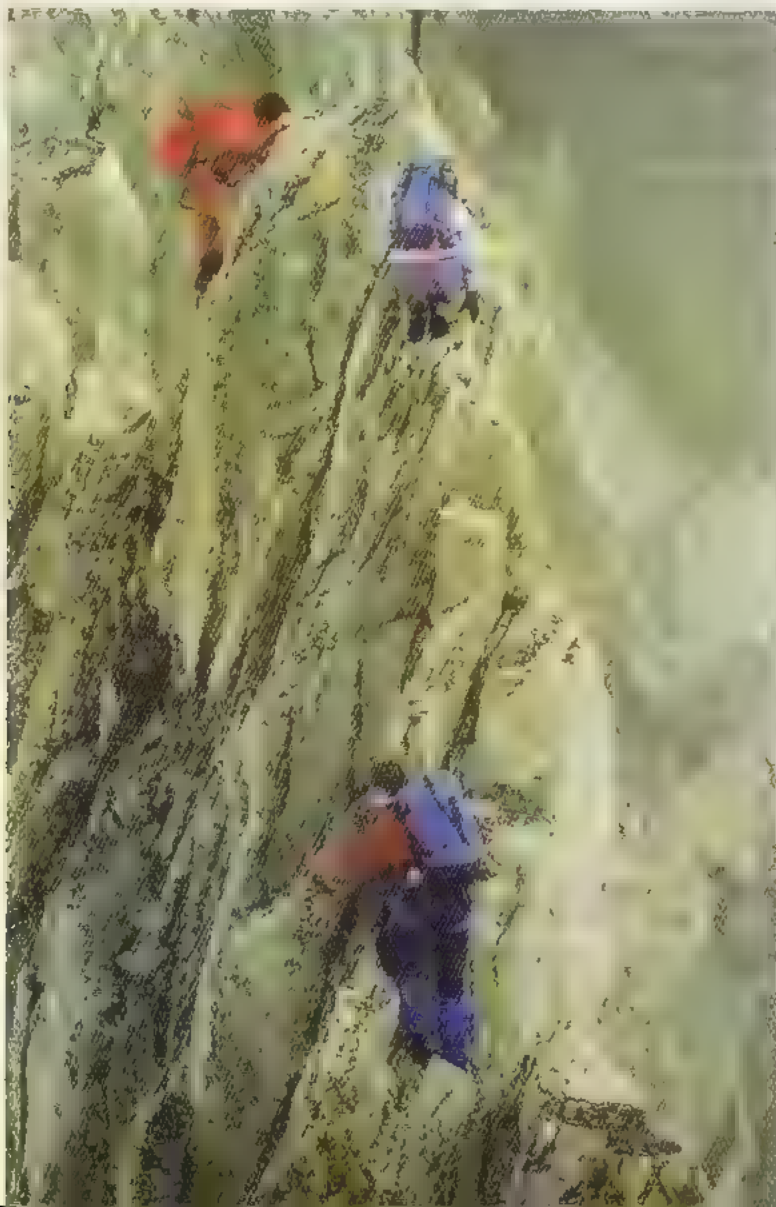


PHOTO BY SUSAN B. DOLFO, TOWARD THE TOP USA

Above: A young climber goes "jamming"—the system of looking for cracks in the rock in which to put your feet and hands. **Left:** Hold On! Three rock climbers slowly make their way to the top of a mountain of rock.



white and cold and empty. That's when you realize how special all the grass and trees and flowers are."

But there usually isn't a lot of time to stand around and enjoy the view. The trip back down can be as dangerous and difficult as getting to the top. "You can't waste too much time because your supplies will still be running out," says Gary Neptune. "The adventure isn't over until you're safely back on the ground."

Today, it's very hard to find a tall mountain that hasn't been climbed. So there must be a reason that people go through all this trouble other than to be first to reach the top. "People aren't climbing to get into the history books anymore," says Gary Neptune. "It's exciting to do things that others haven't done. But anytime you go climbing, you're challenging yourself."

Dick Roth agrees: "It's like running a marathon. Thousands of people do it and only one person can win first place. But everyone who finishes has the thrill of running the race." ❧

Below: Cabbage Patch Kids were all the rage in 1983. Stores ran out of them so fast, a Kansas City man flew to London to get one for his daughter.



WIDE WORLD OF PICTURES



What's In? What's Out? What's It All About?

by
Michelle
Keyishian

Skateboarding.

That got your attention, didn't it? But what if we had said "pet rock" or "mood ring"? You might have yawned or turned the page. But in the 1970's, pet rocks, mood rings, and hula hoops were as popular as skateboards are today. They were so popular, in fact, they became fads.

A fad is something people follow with a lot of interest and energy—but only for a short time. There are clothing fads, toy fads, food fads and activity fads. What was a pet rock? It was just a plain old rock that came in a little box. But thousands of people bought them.

A fad is usually "in" one year and "out" the next. In 1983, Cabbage Patch™ dolls were "in." People stampeded through stores to get them. The company that made the dolls couldn't keep up with the demand. Now the company is having a hard time selling them.

Pogo sticks
were the
skateboards
of the 1950's.



P. JAY B. STUBBINS / WIDE WORLD OF PICTURES

How Do Fads Start?

Clinton Sanders is a scientist who studies fads at the University of Connecticut. According to Sanders, there are two kinds of fads. There are fads started by companies to help sell a product. And there are what Sanders calls "kid fads."

"Kids have their own network," Sanders told CONTACT. "It's a word-of-mouth culture that binds them together." According to Sanders, kid fads travel by word-of-mouth from school to school or neighborhood to neighborhood. Macramé bracelets and over-sized T-shirts are some of the latest examples of fads started by kids.

"Fads are simple things that draw people together," Dr. Ray Browne told CONTACT. Dr.

Browne studies fads at Bowling Green University in Ohio. "Kids, more than adults, follow fads. Kids feel like outsiders. They need to feel accepted. Joining a fad becomes a symbol that says that you want to be part of the group."

But just because everybody's doing it or wearing it, doesn't mean it's right for everybody, adds Dr. Browne.

Clinton Sanders thinks that sometimes fads can keep kids apart. He feels that some kids get so involved in clothing fads, that "they can't think positively about someone who doesn't dress like that."

The Hula Hoop, which hit the playgrounds of southern California in 1957, is a good example of a fad started by a toy company. Arthur Melin and Richard Knerr, the founders of Wham-O—the company that makes the toy—had seen children using bamboo hoops in their exercise classes in Australia.

The two men substituted plastic for bamboo and gave it a silly name. Arthur Melin demonstrated the Hula Hoop himself at different playgrounds. Soon kids and adults from coast to coast were twirling the hoops around their waists. Really good Hula Hoopers were also twirling the toy around their arms, ankles and knees. By the summer of 1958, Wham-O was producing 20,000 Hula-Hoops a day.

He's Bad, He's Rad, He's DR. FAD!

For Ken Hakuta, whose nickname is "Dr. Fad," fads are a full-time job. Hakuta developed the Wacky Wallwalker, a gummy piece of rubber with six legs that you can throw against the wall and watch it walk. Wallwalkers proved to be so popular that Ken Hakuta made \$20 million in just one year.

"The best fads are like jokes," says Hakuta. "It can be a dumb joke like the pet rock, or something that absorbs your attention longer, like Rubik's Cube."

After making it big with the Wallwalker, Hakuta set up a Fad Hotline to help advise people with new fad ideas. Dr. Fad's first advice is: Check that your fad hasn't already been invented!

"One guy called me up to tell me about blinking lights that you could attach to your car. The lights would indicate which way the car ➡



Left: Stickers are a recent fad. Some kids like to collect them!

was about to turn."

Hakuta explained that these lights are called blinkers. They're a great idea. That's why every car in the world already has them!

In 1986, Hakuta started the annual Fad Fair. It's a place where inventors can show off their newest fad ideas.

At Fad Fair III, Jack Brisben presented Galactitag, a goofy L.D. necklace that protects against kidnapping by extraterrestrials! He claims that if you're lost in space, a Galactitag can get you returned to Earth. That same year, a company called Slycraft displayed Dobermask—a foam rubber mask of a Doberman pinscher. You can put Dobermask on your cat to scare away burglars.

These are items that advertisers might make popular with a lot of publicity—and a lot of money. But many of these products will never become fads. "For every fad that catches on, there are 1,000 that don't," says Dr. Browne.

They Really Did That?

Ask your parents or grandparents about pet rocks, streaking and marathon dancing. They might look at you with blank stares. That's because some fads are so silly, most people try to forget them as soon as possible.

In 1959, phone booth stuffing was all the rage. The idea was to stuff as many people as possible into a phone booth. Eventually, people grew tired of stuffing themselves into phone booths. So they tried to see how many people could be stuffed into a tiny Volkswagen!

What will be the nutty fads of the future? To toy makers, that's a very serious question. In fact, they hire fad forecasters to help them decide what toys will soon be popular. Fad forecasters make a living by keeping up with the latest fad crazes in different parts of the country. That way, they can tell toy companies what products kids will be more likely to buy.

Irma Zandl, a fad-forecaster, claims that miniature golf, buzz cuts and Batman logos are soon to be all the rage. But she also says that skateboarding is out.

Daniel Goldin, 12, from Los Angeles, CA, told CONTACT that he doesn't care whether skateboarding is in or out. He still loves it. 624



Above: Mork, the "alien" of "Mork & Mindy," wore rainbow-striped suspenders. Soon, a lot of other people did too.

Move Over Rubik's Cube!

If you have an idea for a fad, you can call the Fad Hotline, 1-800-USA-FADS.

You can also enter the "Great American Children's Fad Search." The kids who win will appear on the "The Dr. Fad Show," taped in New York City. Write and send a photo of yourself with your invention to:

The Dr. Fad Show
P.O. Box 11777
Washington, DC 20008



Left: Can you believe 64 people stuffed themselves into this tiny Volkswagen?
Below: Macramé bracelets are one of today's fashion fads. They are fun to make, wear and give to your friends.

Below: Ken "Dr. Fad" Hakuta in his very own Wacky Wallwalker shirt.



Right: This college student swallowed a goldfish to win a bet. Although it was a stupid and dangerous stunt, this photo started a goldfish-swallowing craze.



HOW TO PLAY

PLACE GAME PIECES ON START.
ROLL DICE AND MOVE YOUR GAME
PIECE. IF YOU LAND ON A "TRUE
OR FALSE SQUARE; ANSWER THE
QUESTION, AND THEN CHECK YOUR
ANSWER. IF IT'S RIGHT, ROLL AGAIN.
IF NOT, YOUR FRIEND ROLLS LAND
ON A "PICTURE SQUARE;" AND
YOU LOSE A TURN. WHOEVER
REACHES THE END FIRST, WINS!

START

1. IF YOU EAT SWEETS,
IT'S IMPORTANT TO
BRUSH AFTERWARDS.

TORF

2. COLGATE JUNIOR WAS
DEVELOPED JUST FOR
KIDS.

TORF

3. YOU SHOULD BRUSH AT
LEAST TWICE A DAY.

TORF



YOU DIDN'T BRUSH
AFTER EATING
SWEETS! BACK 1 SPACE.

4. YOU DON'T HAVE TO
SEE YOUR DENTIST
REGULARLY IF YOU
BRUSH WITH A
FLUORIDE TOOTHPASTE.

TORF

5. A WORN-OUT
TOOTHBRUSH
CLEANS JUST AS
WELL AS A NEW ONE.

TORF

6. A GOOD DIET IS AS
IMPORTANT FOR YOUR
TEETH AS IT IS FOR
YOUR BODY.

TORF

OPS!
YOU RAN OUT OF
TOOTHPASTE!
BACK 1 SPACE.



7. TOOTHPASTES HAVE
HAD FLUORIDE IN THEM
EVER SINCE THEY
WERE INVENTED.

TORF

8. BRUSHING
REGULARLY WITH
COLGATE JUNIOR
CAN MEAN
EFFECTIVE CAVITY
PROTECTION FOR YOU.

TORF



YOU
BRUSH
BEDTIME
BACK 1

9. COLGATE'S THE
NUMBER 1



SIMPLY CUT DICE WITH SCISSORS
FOLD ALL TABS ALONG DOTTED
LINE THEN TAPE "1 TO TAB A," "2
TO TAB B, AND "3 TO TAB C.
(NOW YOU'RE READY TO ROLL!)

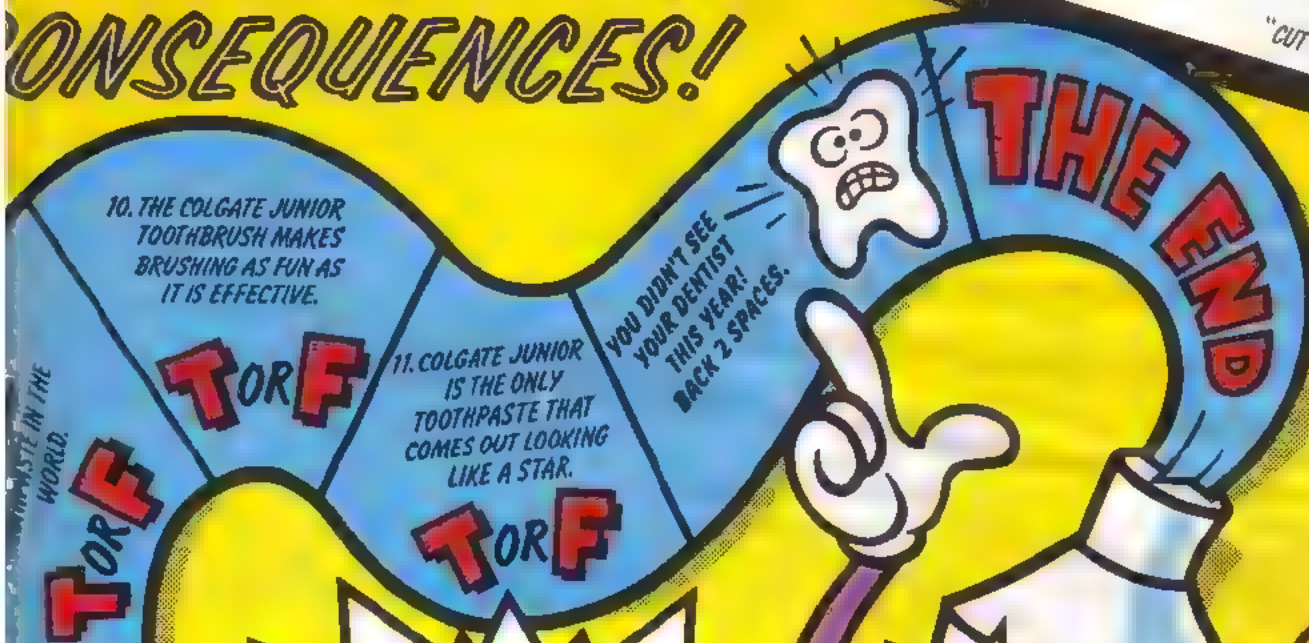
ANSWERS

- 5. FALSE - THE OLDER IT IS, THE LESS WELL IT CLEANS.
- 6. TRUE - IT HELPS KEEP TEETH AS STRONG AND HEALTHY AS YOUR BODY.
- 7. FALSE - FLUORIDE WAS DEVELOPED SOME TWENTY YEARS LATER.
- 8. TRUE - BRUSHING REGULARLY WITH COLGATE JUNIOR CAN MEAN EFFECTIVE CAVITY PROTECTION FOR YOU.
- 9. TRUE - COLGATE'S THE NUMBER 1.
- 10. TRUE - YOU SHOULD BRUSH AT LEAST TWICE A DAY.
- 11. TRUE - IF YOU EAT SWEETS, IT'S IMPORTANT TO BRUSH AFTERWARDS.

Junior Presents

TOOTH

CONSEQUENCES!



HEY KIDS! HERE'S A GAME JUST FOR YOU FROM THE TOOTHPASTE THAT'S JUST FOR YOU—COLGATE JUNIOR! AND GUESS WHAT? IF YOU SEND ME A TRUE-FALSE QUESTION ABOUT DENTAL CARE, I'LL SEND YOU A BRAND-NEW COLGATE JUNIOR T-SHIRT! SO YOU CAN BE A COLGATE SUPERSTAR, TOO! JUST REMEMBER TO INCLUDE YOUR NAME, ADDRESS, AND SIZE, AND MAIL TO ME, THE COLGATE SUPERSTAR, AT: P.O. BOX 1624, RIDGELY, MD 21681. GOOD LUCK, AND KEEP ON BRUSHING! *WHILE SUPPLIES LAST.

OFFER EXPIRES DEC '89.

1. TRUE - BRUSHING KEEPS SUGARS FROM UP ON YOUR TEETH.
2. TRUE
3. TRUE - ONCE IN THE MORNING AND ONCE HELPS REMOVE PLAQUE EACH DAY
4. FALSE - YOU SHOULD ALWAYS SEE YOUR DENTIST AT LEAST ONCE A YEAR.



THE BLOODHOUND GANG



The Case of the Dirty Deal

by Michael J. Dayton

It was another slow day at the Bloodhound Detective Agency. The Gang had not had a case in over a week. Ricardo had his foot propped up on a chair. His left leg was in a cast. The week before he had challenged the ski trails at Mount Doom. Mount Doom had won.

Skip and Vikki were hunched over a chessboard. As Skip prepared to move a piece, something happened that hadn't happened all week. The telephone rang.

Vikki grabbed the receiver. "Bloodhound Detective Agency," she said. Her eyes lit up as she listened to the caller.

"Yes sir. I think we're free to take the case. We'll be there in half an hour."

Vikki hung up the phone. "All right!" she yelled. "That was John Rossmore. He's got a big case for us."

"You mean the John Rossmore?" asked Ricardo. "The one who owns Rossmore Games?"

"That's the one," Vikki answered. "Do you guys know anything about him?"

"You bet," Skip answered. "His company makes some of the hottest games around —like 'Trivial Triumph' and 'Trouble in Pair-A-Dice.'"

"Well, he wants us to come over," Vikki said.

"With my leg, I think it's a little far for me, especially in the snow," Ricardo said. "I'll stay here and hold down the fort."

When Skip and Vikki arrived at Mr. Rossmore's home, Vikki rang the doorbell. Someone yelled, "Come in—the door's unlocked."

Vikki and Skip walked through a hallway and entered a small den. Two teenagers, a boy and a girl, were sprawled on a couch. The girl was leafing through an encyclopedia. The boy was watching TV. But oddly, he was wearing headphones. A portable radio was clipped to his belt.

The two looked up. Skip said, "Hi, we have an appointment to see Mr. Rossmore."

"You've come to see Dad?" the girl asked. "Whatever for? Oh by the way, my name's Betsy. This loaf here is my brother Tom."

"Hello," said Tom, eyeing them curiously. "I'll bet you two are the detectives he wanted."

"How do you know?" Betsy asked.

"Uh, I'm pretty sure I heard Dad mention them earlier," Tom replied.

"Strange," mused Betsy. "I wonder why he wants to see detectives? Well he's out back."

More Than Just A Game

Vikki and Skip went out the back door. As they approached Mr. Rossmore, a phone rang. He picked up a cordless telephone and spoke briefly to someone, then hung up.

"These cordless phones are terrific," he said to Vikki and Skip. "I still don't understand how they work without a cord."

"They're really quite simple, Mr. Rossmore," Skip said. "They work like a radio. A part inside the house has a transmitter in it. It takes the call and sends it to the part you're holding, the telephone. It has a receiver built into it. But basically it's like a radio. That's why it has that antenna on it."

Mr. Rossmore laughed. "Well, that does sound simple," he agreed. "And call me John."

"You have a case for us?" asked Vikki.

"I'm afraid I do. As you can guess, I love games. But I don't like it when someone tries to cheat me—especially my own family."

John explained that he had developed a new game. He called it "Spiral Through Space." It has a board and several boxes of cards. Each card has a science statement printed on it. The players decide whether the statement is true or false. Players get points for each correct answer.

"I came up with this game all by myself," he said proudly.

"About a month ago I decided to test the game on Tom and Betsy. I told them to brush up on their science. Today is the day I planned to hold the contest. And to make it more interesting, the winner gets a check for \$100."

Mr. Rossmore continued. "Each night I lock the game cards in my desk drawer. About two weeks ago, I noticed something strange. There were deep scratch marks around the lock. And the wood was cracked and splintered."

"As though someone tried to pick the lock or pry open the drawer?" Vikki asked.

"Exactly," John replied. "In any case, someone looked at some of the cards. But that's not the point. I've raised my children to be honest. If one of them is cheating, I want to know about it. I want you to find out who it is. And whatever you do, don't tell them you're detectives!"

Something's "Phoney"

"We didn't have to tell them," Vikki said.

"They already knew."

"Tom said he heard you talking," Skip added.

"How can that be?" wondered John. "I called you from out here. As far as I know, I hadn't mentioned anything about you to either one."

Vikki was thoughtful for a moment. "Tell me, John. How did you research your cards?"

"Well, I know a lot about science myself. I wrote most of the questions. But I did call a science teacher. She gave me some questions. She also told me which books might be helpful."

Vikki stared at the cordless phone. "Did you make your phone calls from that phone?"

"Of course," Rossmore replied.

Skip looked at Vikki. "Do you think this phone is bugged?" he asked.

"Not bugged, exactly," she replied. "John, may I use that phone? I'd like to call our office."

"Certainly," he replied.

Vikki rang Ricardo at the office.

"Bloodhound Detective Agency," Ricardo answered.

"Ricardo, this is Vikki."

"How's the case going?" Ricardo asked.

"Not so great," she replied. "There's \$100 at stake this afternoon. But so far we don't have a clue. All we know is that all that money will be won by the person who can answer a question."

"What's the question?" Ricardo asked.

"Answer this true or false: 'Penguins live at

the North Pole.' "

"Well, that's easy," Ricardo said without hesitating. "Everyone knows that's false. Penguins live at the South Pole."

Vikki laughed. "Wrong! A colony of penguins was recently discovered at the North Pole. We'll talk to you as soon as we know more. See ya."

Rossmore shook his head in amazement. "I have a card with that very question. I haven't heard anything about penguins at the North Pole."

"That story *does* sound fishy," Skip said.

"That's because it is," Vikki said with a smile. "And we've just baited the hook."

The \$100 Dollar Question

John went to call Betsy and Tom. Everyone gathered in John's den. Vikki asked John if she could read the questions. He agreed.

Vikki stood at the front of the room with the cards. Tom and Betsy sat in chairs that faced her. Betsy had left her book behind. Tom still had the stereo headphones hanging around his neck. The radio was still clipped to his belt.

"Let's get going," called out Tom. "I'm ready to win today."

"Over my dead body," Betsy said.

"Okay, I can see we're ready to start. The first question is for Tom. In the southern hemisphere, the summer solstice occurs around June 21 or June 22. True or false?" Vikki said.

"False," Tom said quickly. "That's when the winter solstice occurs."

"Correct," Vikki said. "Now Betsy, Alexander Fleming discovered penicillin. True or false?"

"True," she replied.

"Very good," Vikki said. "Tom, the three major classes of rocks are igneous, metamorphic, and sedimentary. True or false?"

"True," Tom answered.

Now Vikki set her trap.

"Betsy, penguins live only at the South Pole. True or false?"

"That's true," Betsy replied.

Suddenly Tom jumped to his feet. "That's false!" he beamed.

"What do you mean false?" Betsy demanded. "I know for a fact that the card says..."

John broke in. "Just what does the card say?" he demanded. "So you're the one who broke into my desk and looked at the game cards!"

Betsy blushed. She hung her head in shame but offered no apology.

"Hooray!" Tom yelled. "I've finally won a game around this place!"

"But Betsy was right," Vikki said. "This card says the correct answer is true."

"Uh-uh," Tom said. "I heard on the radio that penguins were discovered at the North Pole."

"You may have heard that story on the radio, but you weren't listening to any news program."

"What do you mean?" asked Tom suspiciously.

"I wondered why you were listening to those headphones earlier—even while watching TV," Vikki said. "Now I know. You can pick up your father's cordless phone on your radio!"

"Of course!" Skip said. "That phone sends out an FM signal. So it's possible to pick it up on a radio. You just have to find the right spot on the dial. That explains how he knew we were detectives—and how he heard the penguin story."

John stared at his son and daughter. "But I don't understand. Why did you do this?"

Tom replied angrily, "I'll tell you why I did it. Being a good sport around here means the same as losing. Ever since I was three, you've beat me and Betsy in every game we ever played. Now I wanted to beat you at your own game."

"B-but it's just a game," stammered John.

"Not to you, Dad," Betsy said. "You take all these games so seriously. And you made this one even worse by offering that prize money."

John was silent for a moment. "You've given me a lot to think about. I'm sorry."

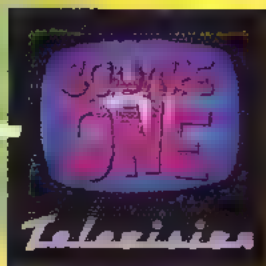
"Let's forget it. We were all wrong," Tom said. "It's time for the family to go outside and have a good old-fashioned snowball fight!"

"You're on!" John laughed.

COMING NEXT MONTH

**Another
Bloodhound Gang
Mystery!**

Special



Section

TUNE IN TO SQUARE ONE TV ON YOUR LOCAL PBS STATION

**SQUARE
ONE
GOES
NUTS
OVER
FADS!**



HOOPLA!

A PUZZLE

Mat Plendl, 25, has been hula hooping since he was 10 years old. When he was 13, he won the World Hula Hooping Championship.

Now he's working for the makers of Hula Hoops, who are trying to turn the plastic rings into a new hot fad.

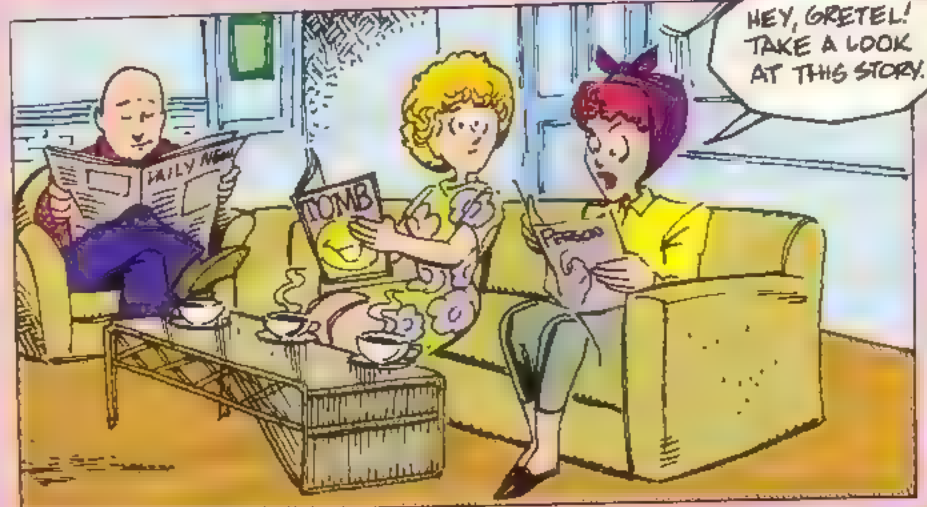
How many hoops is Mat Plendl spinning in this photo? Try and count them!
(If you get it wrong, say "Hoops.")

Answer on the Did It! page.

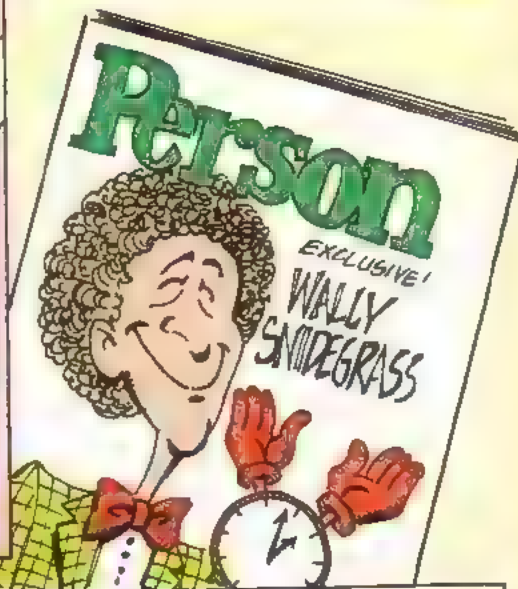
"I Love Lupy"

STORY: ELIZABETH KEYISHIAN
ART: KEITH S. WILSON

"A MAN MADE THOUSANDS OF DOLLARS OFF HIS IDEA. AN ALARM CLOCK THAT APPLAUDS WHEN IT'S TIME TO GET UP. WHAT A DUMB IDEA!"



HEY, GRETEL! TAKE A LOOK AT THIS STORY.



WHY CAN'T WE THINK UP SOMETHING LIKE THAT?

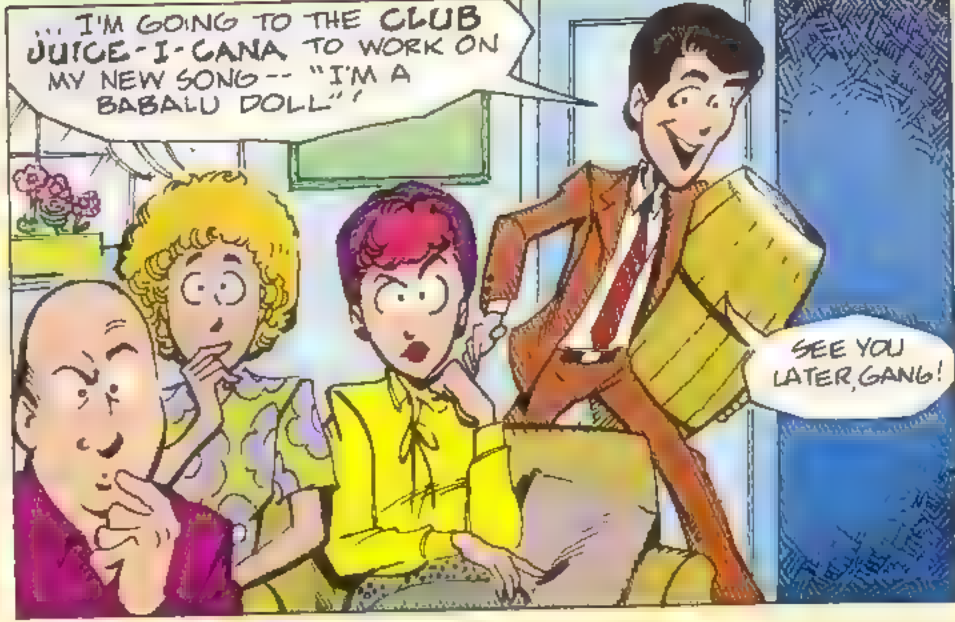
WELL YOU SHOULD BE ABLE TO...

...AFTER ALL, IT'S A DUMB IDEA!

OH FERD, LUPY'S RIGHT! WE SHOULD BE ABLE TO THINK UP SOMETHING BETTER THAN AN APPLAUDING ALARM CLOCK!

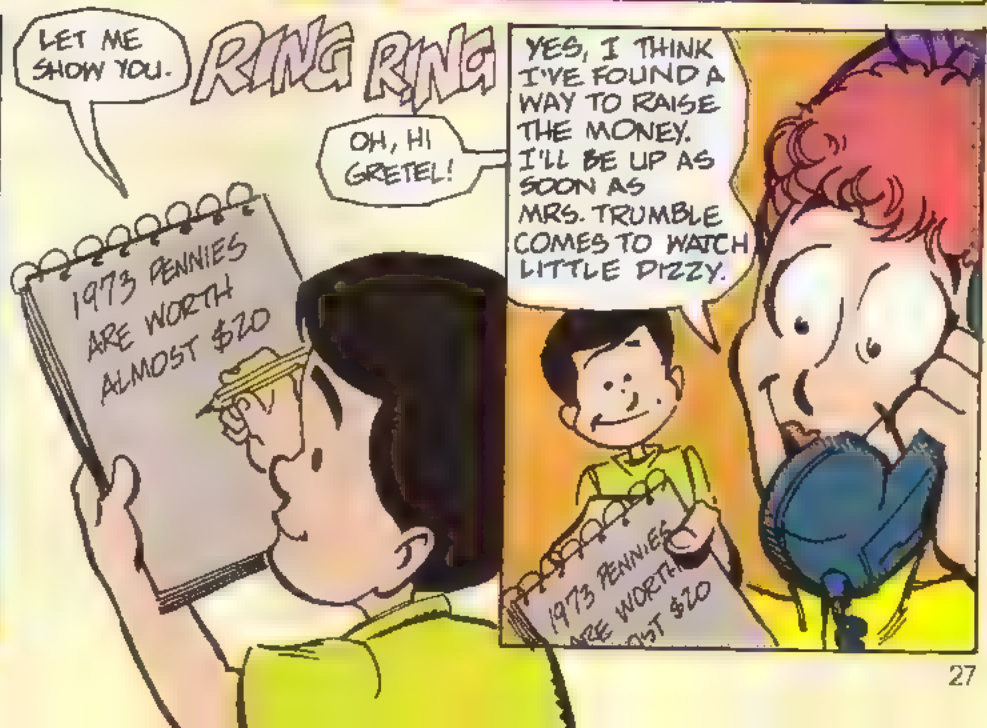
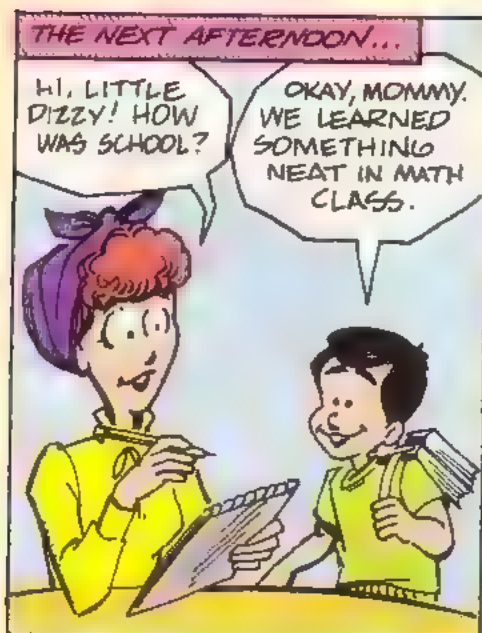
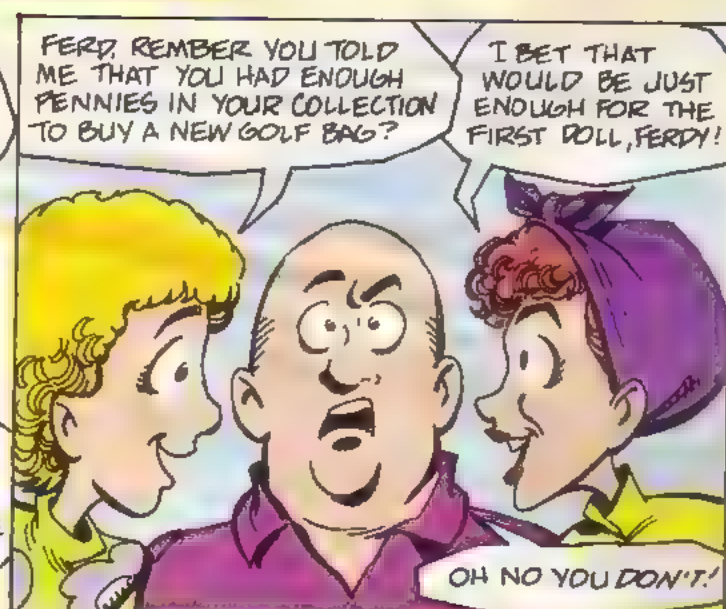
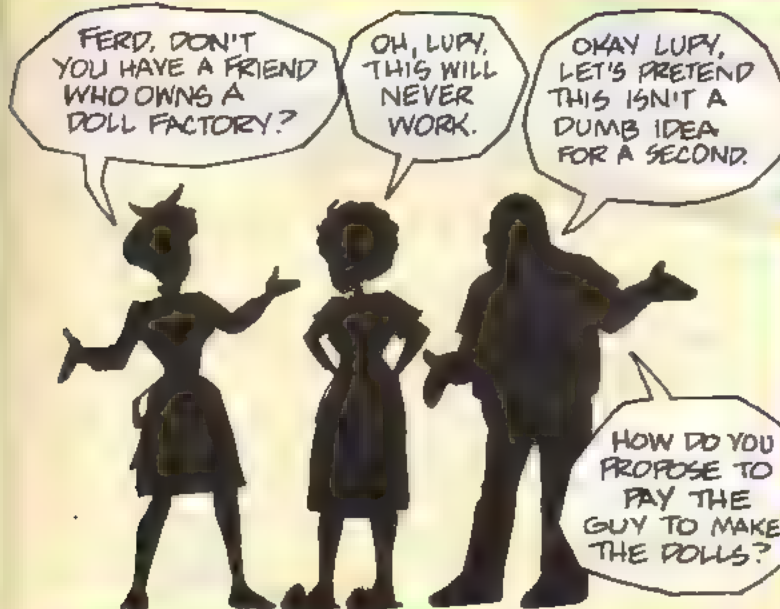
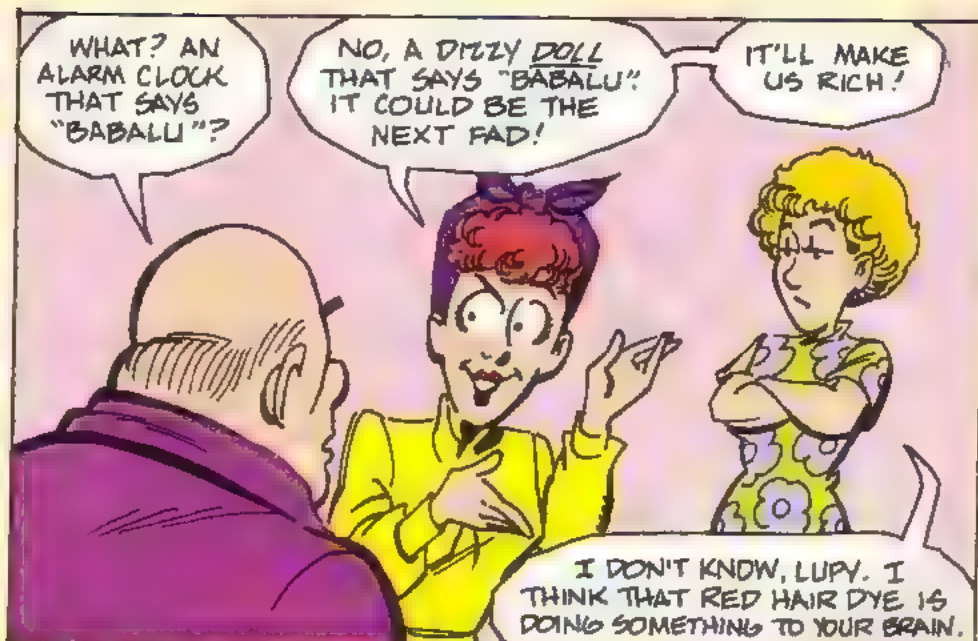


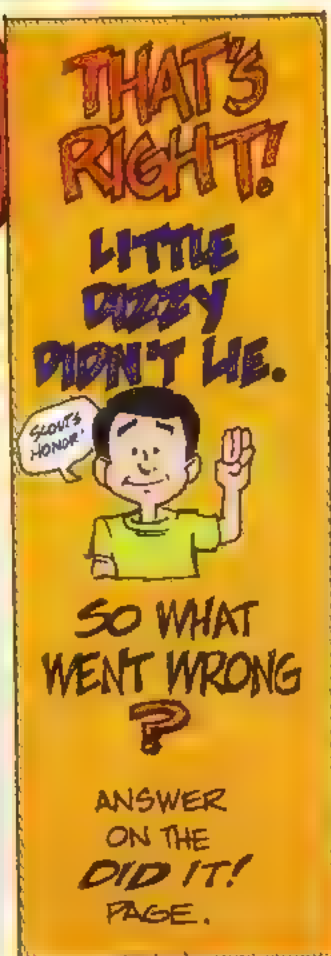
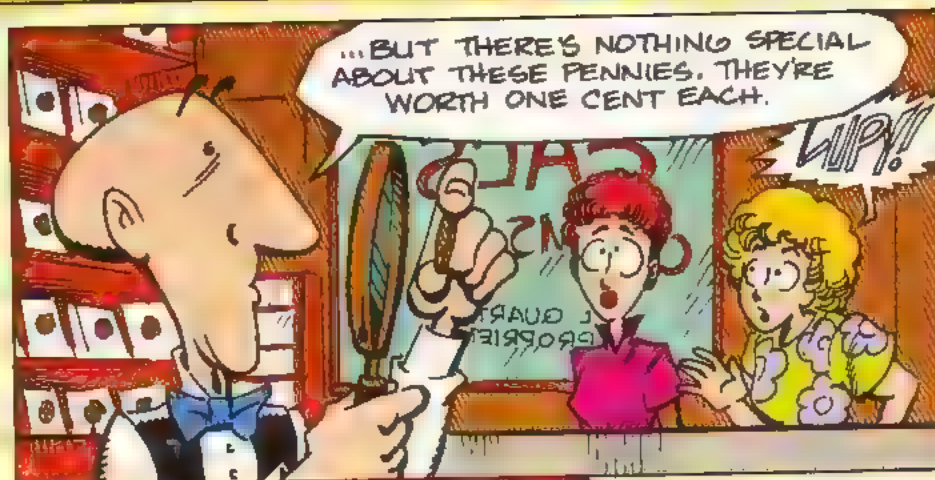
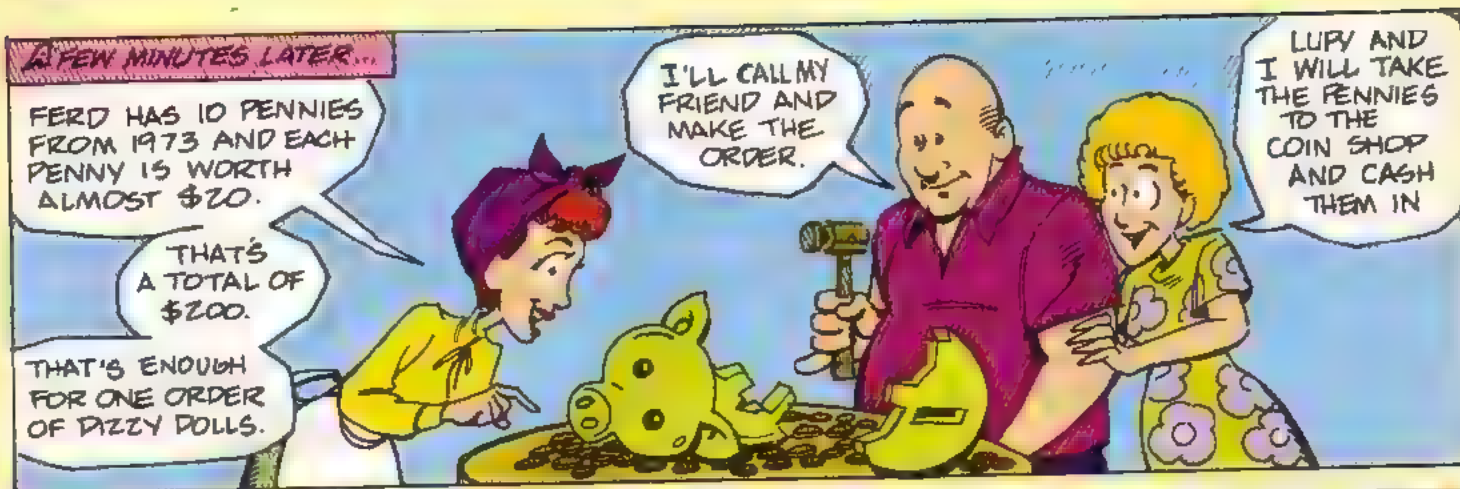
OKAY, LUPY...



... I'M GOING TO THE CLUB JUICE-I-GANA TO WORK ON MY NEW SONG -- "I'M A BABALU DOLL"

SEE YOU LATER, GANG!





SQUARE ONE

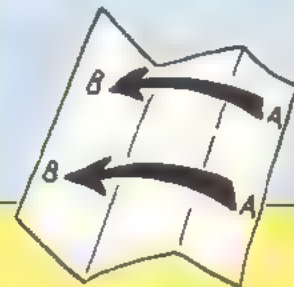
What's wrong with Professor Henpickle's plan?

Fold-in and find out.

Don't panic, it's just another...

SQUARE ONE FOLD-IN

Fold in like this so that 'A' meets 'B'.



I'M A GENIUS! AT \$15 A PAIR I'LL GET RICH! I'LL SELL 1,000,000 BROCCOLI BOOTS. I CAN MAKE THEM FOR \$10 A BOOT.



**HEAD FOR THE STORE BEFORE IT CLOSSES
FIRST COME, FIRST SERVE
BUT WE TAKE NO CHECKS
ALSO, BROKEN BOOTS WE'LL REPAIR**

GO FAD MAD

WITH THIS SQUARE ONE PUZZLE

Find out some of the crazy things people used to do, and check out our fad brain-teasers.

If you can't solve them, don't get "fad up." Turn to the Did It! page.



MARATHON DANCING

In the 1930's, dance contests were all the rage. The winning couple was the couple that danced for the most hours straight.

The longest dance contest ever was won by Mike Ritof and Edith Boudreaux. They danced from August 29, 1930, through April 1, 1931! They were allowed to rest for 20 minutes every hour. Crazy, right?

But what we want to know is—How many days did Mike and Edith dance?

Hint: "Thirty days hath September..."



PHONE BOOTH STUFFING

In 1959, college fraternities started a new fad—seeing how many people could stuff themselves into a phone booth.

In honor of that nutty fad, here's a phone booth puzzle:

The 14 members of the Gamma Whamma fraternity were all broke, flat broke. Not a penny. What could they do for fun? They decided to stuff themselves into a phone booth. They made it. But there was no one around to see their accomplishment. Cramped as he was, Jimmy was able to pick up the phone and dial. Who did he call?

Believe it or not, sitting on flagpoles used to be the "in" thing to do.

Speaking of flagpoles, why did the famous zebra try to climb a flagpole?

FLAG POLE SITTING



SMILE BUTTONS

About 15 years ago, smile buttons were what made people happy. Can you draw this classic smile button on a sheet of paper without lifting your pencil?

In 1947, school girls in Chicago started a shoe swapping fad. They would trade one shoe and one sock with a friend.

Those girls gave us an idea for a shoe swapping brain-teaser that'll knock your socks off! (Watch out, it's a toughie.)

Imagine that everyone in the world traded one shoe and one sock with someone else. Would the total number of traded shoes and socks be odd or even?

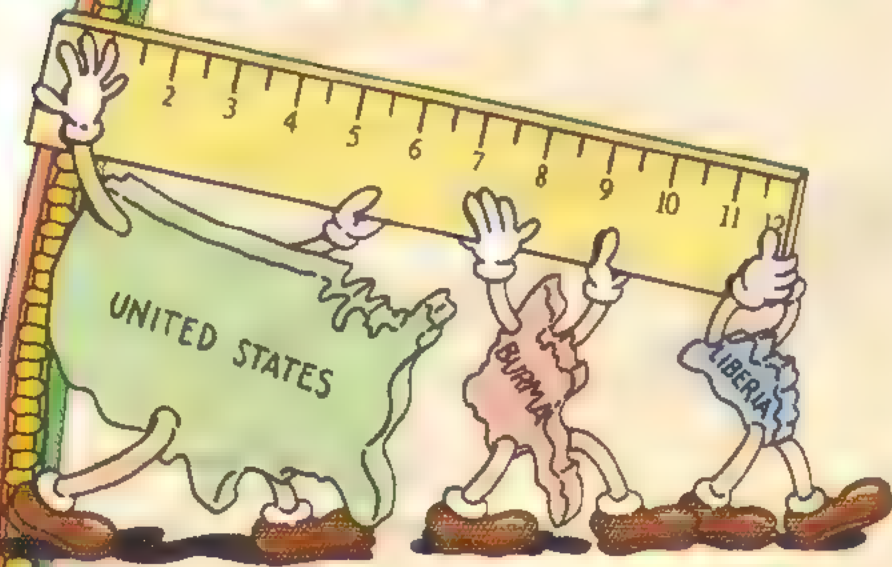
SHOE SWAPPING



PHOTO: PHOTOFEST/ALAN ARCHIVE, INC.

PHOTO: ALAN ARCHIVE, INC.

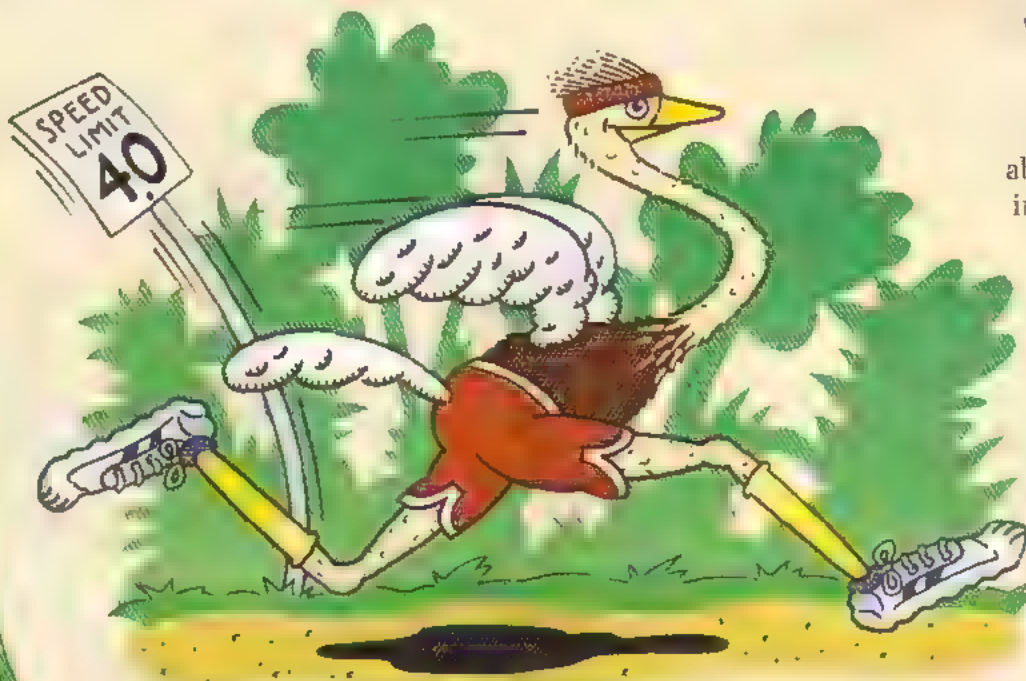
Factoids



The United States, Burma and Liberia are the only three countries in the world that do not use the metric system.

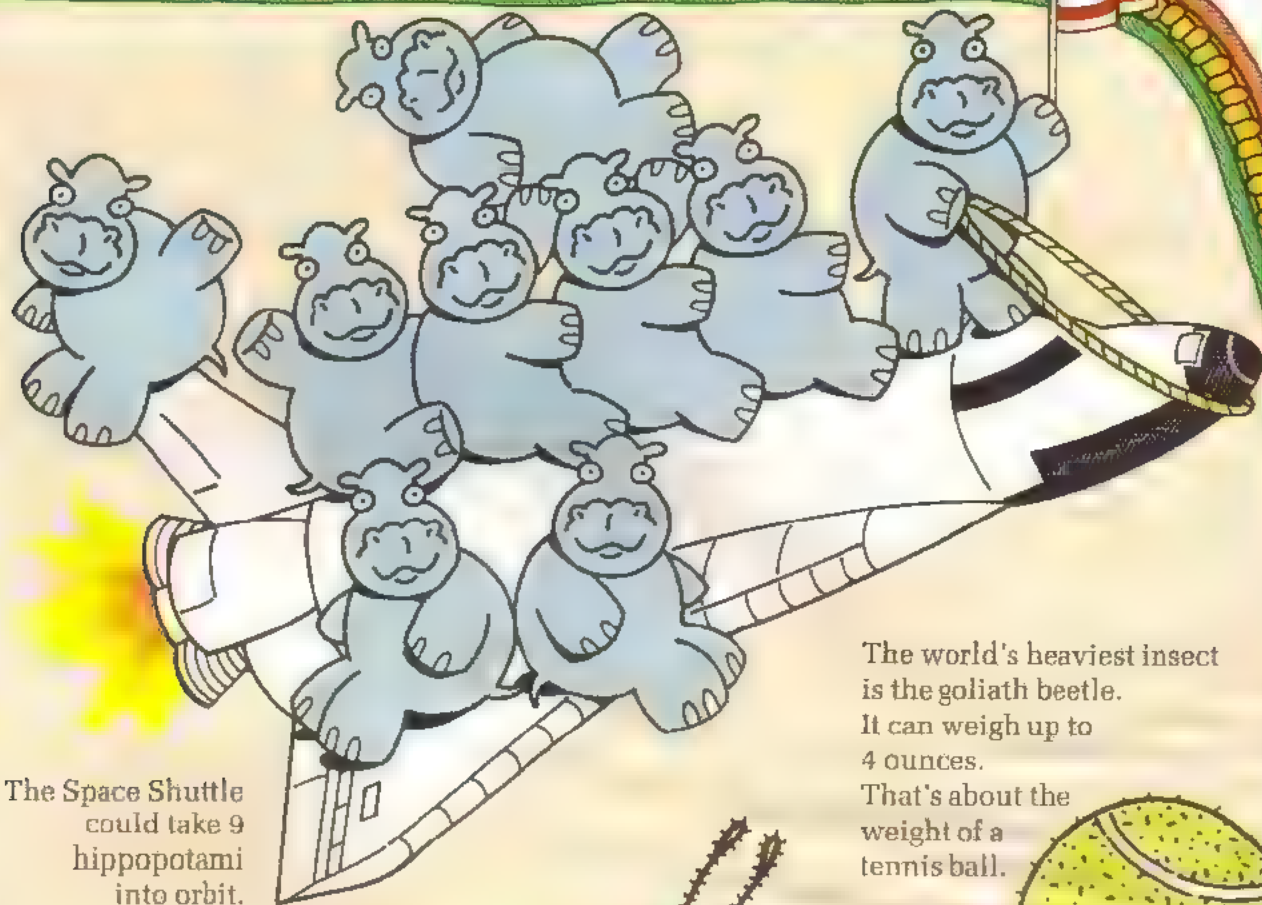


Without using a telescope or binoculars, you can see about 3,000 stars in the night sky.



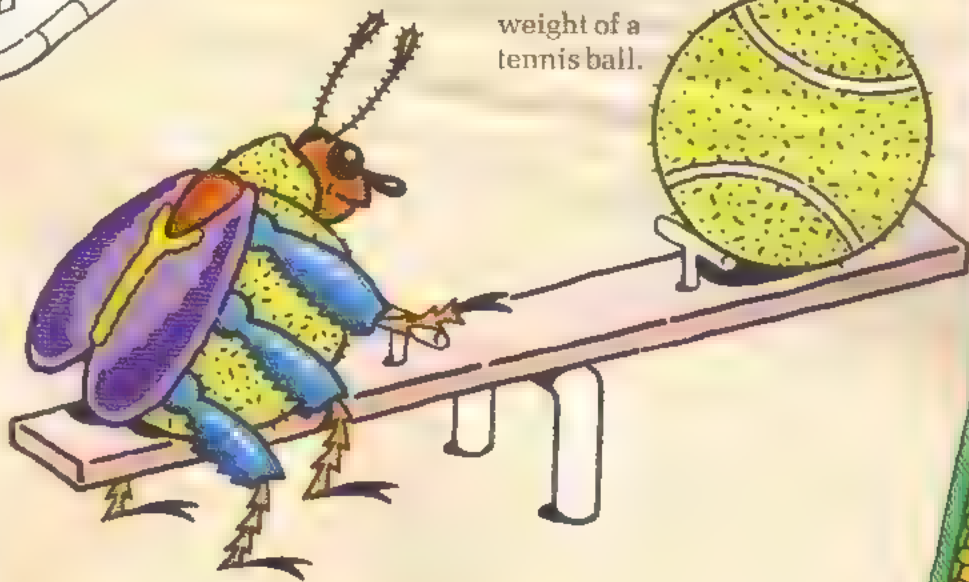
Ostriches can run at a speed of up to 40 miles per hour.

L. J. JONES AND W. J. JONES



The Space Shuttle
could take 9
hippopotami
into orbit.

The world's heaviest insect
is the goliath beetle.
It can weigh up to
4 ounces.
That's about the
weight of a
tennis ball.



Polar bears are
left pawed.



The biggest zipper
ever made is
2,074 feet long,
with 119,007 teeth.

Reviews

Software

Ice Hockey

For Nintendo Systems
\$29.95

If you like hockey, then this is the ultimate video game for you. It features fake shots, checking, face offs, penalties and just about everything else you'll need for realistic hockey action.

You can play against a friend or against the computer, and you can choose the players that make up your team. You can also adjust the length of the games and switch the formation of your players.



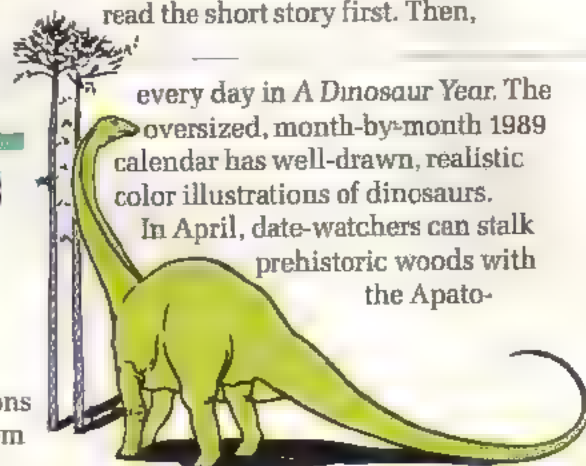
It will probably take you a lot of practice to learn all the moves and strategies, and your computer opponents are very tough to beat. But once you've learned the game, you and your friends will be battling it out on the ice for hours and hours.
—Russell Ginns

Calendar

A Dinosaur Year: 1989 Calendar

by David Peters
Alfred A. Knopf, \$7.95

The dinosaurs died out millions of years ago, but you can see them



every day in A Dinosaur Year. The oversized, month-by-month 1989 calendar has well-drawn, realistic color illustrations of dinosaurs.

In April, date-watchers can stalk prehistoric woods with the Apato-

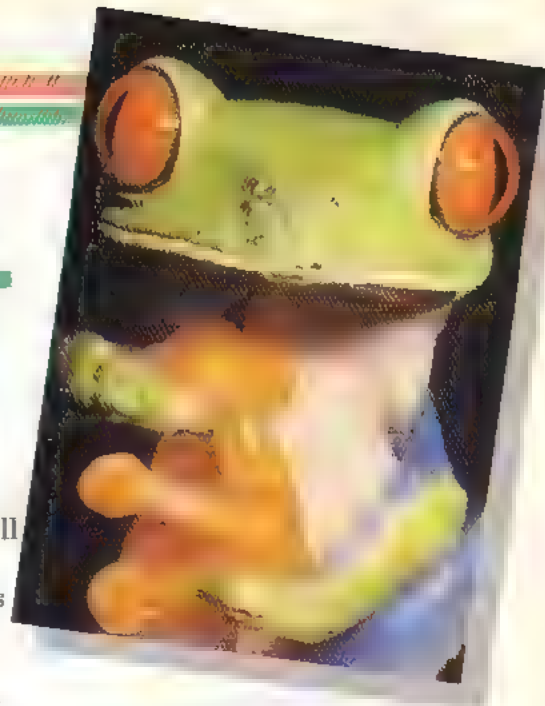
Book

Animal Vision

By Tony Seddon
Facts On File Publications
New York, \$13.95

When you open this book, you'll find that it's staring right back at you. That's because there are eyes on every page. *Animal Vision* is about the way that animals see, and it's full of strange facts, interesting explanations and hundreds of animal photos.

By reading about how different animals look at objects, you'll learn a lot about how human eyes work. There are also pages of puzzles that use optical illusions. And



there are directions for weird things that you can do with your own eyes.

If you are an animal lover or a Factoid fan, we think you'll want to stare back at this book.

R.G.

Puzzle

Secret of Rock Island

bePuzzled jr.
Lombard Marketing
Bloomfield, CT
\$9.95



Don and Edie are trapped! Can you help them escape? *Secret of Rock Island* is a jigsaw puzzle mystery. To solve it, you have to read the short story first. Then,

you have to piece together a jigsaw puzzle and look for clues.

It's about two kids who explore an old mansion that belonged to their great-grandfather. Unlucky for them, their cousin Tim is there, too. And he's up to no good. When he locks them in the basement, it's up to you to figure out how Don and Edie can get free.

Fans of the "Bloodhound Gang" will enjoy reading and solving this mystery. It's not too difficult, but you'll need some puzzling skills and a keen eye.

—R.G.

saurus. September brings page-turners the Quetzalcoatlus, a flying animal with a wingspan of 40 feet. Each dinosaur-of-the-month picture is accompanied by background information.

If you're crazy about dinos and you're looking for a calendar to help you keep track of 1989, then this one is for you.

—Jonathan Rosenbloom

The Slipped Disk Show

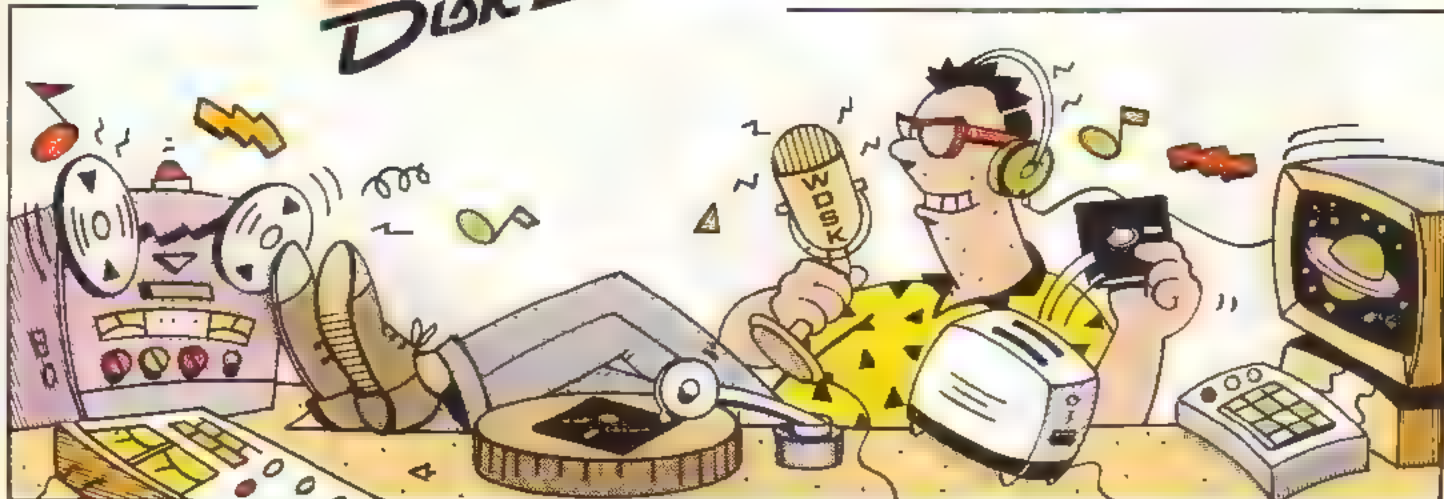


ILLUSTRATION BY CAMP RONE ADLE

Aloha, all you computer coco-nuts! Welcome to the Slipped Disk Show, where our motto is, "If you've got a question about computers, there must be an answer." Okay, so it's not such a great motto, but it's better than the one my dog, Floppy, came up with: "The computer show without fleas" I told him it was catchy, but we couldn't use it because it wasn't true.

Anyway, while Floppy tries to come up with a new motto, I'm going to try to answer a couple of computer questions. Here's one from **Eric Wilson**, 13, of El Cajon, California. Eric asks:

What is a macro?

Well, Eric, I don't know what this has to do with computers, but a macro is a type of fish found in cans in most supermarkets. You've probably heard the expression, "Holy Macro!" and...hey, wait a minute! I'm talking about a mackerel! You wanted to know about a macro! That's a different kettle of fish.

Eric, a macro is what we call a computer command that combines several other commands. Some programming languages use macros and so do many types of software.

For example, if you are using a word processing program, there may be one command to underline the text, another to make the text line up on the right-hand side of the page, and a third command that changes the margins. With a macro, you can do all three things at once. Many programs allow you to create your own macros, by combining commands that you often use.

And that's your answer, Eric. Sorry I floundered around at first. It was just a fluke.

Now let's reel in another letter. This one is from **Jonathan Baars**, of Milwaukee, Wisconsin. Jonathan wants to know:

What is the difference between word processing and desktop publishing?

I'm glad you asked that question, Jonathan, because here at the Slipped Disk Show our motto is, "We give you all the answers -you pick the one that's right."

Okay, so we still don't have a good motto. But I do have an answer to your question. Desktop publishing programs and word processing programs have a lot in common. Both allow you to write

on your computer. With both kinds of programs you can very easily change words, paragraphs and entire pages. And both let you type in many different styles and sizes of letters (called fonts).

However, desktop publishing does even more than word processing. A desktop publishing program lets you design an entire newspaper on your computer. You can put your words into columns, create headlines, and add drawings or photographs. However, many new word processing programs have some or all of these features.

Speaking of word processing, why don't all you computer whizzes sit down at your word processing programs and type up your computer questions? And while you're at it, maybe you can come up with a motto that Floppy and I can use. Send your questions and your mottos to:

The Slipped Disk Show
3-2-1 CONTACT Magazine
1 Lincoln Plaza
New York, NY 10023

See ya!

Slipped Disk believes that a stitch in time saves nine, but he doesn't know what it means.

Basic Training



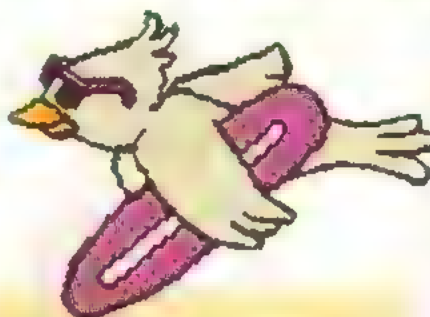
Surf's Up

IBM PCjr and IBM PC with color graphics card.

It's the middle of winter, but some folks are still surfing, and not just the ones in Florida. The surfer in this animation program is still "hanging 10" on her video surf board. Just run the program, watch her surf and listen to the waves.

Thanks to **Patrick Wilson**, 11, of Portland, Oregon, for shipping us this program.

```
10 SOUND ON
20 CLS:KEY OFF:SCREEN 1
30 LINE (0,175) (319,175) 1
40 PAINT (0,175),1
50 M$ = "E4;F4;H4,U8;H4,
  F4,F4;H4;U6;"
```



```
60 B$ = "C2;BM140,170,R80,G10;
  L60,H10,C2,BM200,
  170,U55,M143,167;M200,167"
70 X1 = 0,Y1 = 0 X2 = 10 Y2 = 199
80 FOR A = 1 TO 60
90 LINE (X1,Y1)-(X2,Y2),1
100 Y1 = Y1 + 4,X2 = X2 + 4
110 NEXT A
120 DRAW B$
130 PAINT (180,173),2
140 PAINT (180,163),2
150 CIRCLE (180,155),10,1
160 PAINT (180,155),1
170 LINE (140,170) (220,170)
180 NOISE 6,15,950
190 PSET (40,100)
200 DRAW "E4;H4;L20;F4;G4;
  R20"
210 PAINT (33,99),3
220 PSET (25,94) DRAW "C2,XM$,"
230 CIRCLE (29,75),3,2
240 PAINT (29,74),2
250 LOCATE 9,6 PRINT "S"
260 LOCATE 8,7 PRINT "U"
270 LOCATE 7,8 PRINT "R"
280 LOCATE 6,9 PRINT "F"
290 LOCATE 5,10 PRINT "'S UP!"
300 FOR DE = 1 TO 150 NEXT DE
310 PSET (40,100)
320 DRAW "C0,E4,H4,L20,
  F4,G4,R20"
330 PAINT (33,99) 0
340 PSET (25,94) DRAW "C0,XM$,"
350 CIRCLE (29,75),3,0
360 PAINT (29,74),0
370 PSET (40,104)
380 DRAW "E4;H4;L20;F4;G4;
  R20"
390 PAINT (33,103),3
400 PSET (25,98) DRAW "C2 XM$ "
410 CIRCLE (29,79),3,2
420 PAINT (29,78),2
430 FOR DE = 1 TO 150 NEXT DE
440 PSET (40,104)
450 DRAW "C0;E4;H4;L20,
  F4,G4,R20"
460 PAINT (33,103) 0
470 PSET (25,98) DRAW "C0,XM$,"
480 CIRCLE (29,79),3,0
490 PAINT (29,78),0
500 GOTO 190
```

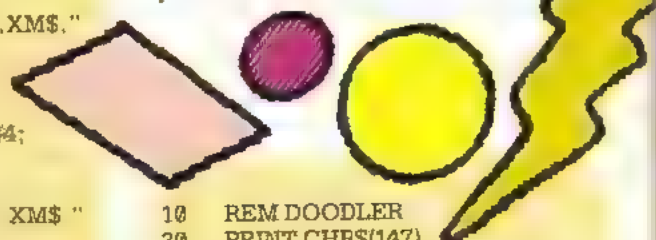
Doodler

Commodore 64/128

You've probably seen programs that let you draw on your computer screen with your joystick. Here's one that's a little different. Moving the joystick in different directions will fill your screen with colorful doodles. Press the fire button and the word "Zap!!" will appear. Push the joystick down and your screen will scroll in that direction. And hitting the FL key clears the screen so you can start over.

This program was drawn to our attention by **Steve Murphy** of Fairfax, Virginia.

NOTE: When typing the program, you sometimes have to press more than one key at a time. CRSR UP means press the Shift key and the up-down CRSR key. CRSR DN means press the up-down CRSR key. CRSR L means press the Shift key and the right-left CRSR key. CTRL followed by a number means hold down the CTRL key and press the number. COM 1 means hold down the key with the Commodore symbol and press the number 1.



```
10 REM DOODLER
20 PRINT CHR$(147)
30 PRINT "AFTER START, PRESS F1
  TO CLEAR SCREEN"
40 FOR D = 1 TO 1000 NEXT D
50 PRINT CHR$(147)
60 JV PEEK(56320) FR JV
  AND 16
70 JV = 15 (JV AND 15)
80 IF JV = 0 THEN 100
90 GOSUB 200
100 GET B$
```




you bounce a video "ball" off of the sides of your computer screen.

When you start the game, you'll see a ball heading for the bottom of your screen. Use the left and right arrow keys to make your paddle move along the bottom of the screen. You score points for hitting the ball with your paddle or hitting one of the three targets at the top of the screen. You lose points for letting the ball fall to the bottom. If you can score 30 points, you win.

Thanks to **Ben Marty**, 13, of North Fargo, North Dakota for bouncing this program our way.

```

110 IF B$ = "F1" THEN 50
120 IF FR = 16 THEN 60
130 PRINT " CTRL 2 CTRL 0
    !!!ZAP!!!";
140 GOTO 60
200 REM CHOOSE COLOR
210 IF JV = 1 THEN PRINT "CTRL 1
    CRSR UP CRSR L CTRL 9 ";
220 IF JV = 2 THEN PRINT "CTRL 8
    CRSR DN CRSR L CTRL 9 + ";
230 IF JV = 4 THEN PRINT SPC(39)
    "CTRL 4 CRSR L CRSR UP CTRL
    9 ";
240 IF JV = 5 THEN PRINT "CTRL 6
    CRSR UP CRSR L CRSR L CTRL
    9 ";
250 IF JV = 6 THEN PRINT "CTRL 3
    CRSR DN CRSR L CRSR L CTRL
    9 ";
260 IF JV = 8 THEN PRINT "CTRL 5
    CRSR R CRSR L CTRL 9 SHIFT
    O ";
270 IF JV = 9 THEN PRINT "COM 1
    CRSR UP CTRL 9 ";
280 IF JV = 10 THEN PRINT "CTRL 2
    CRSR DN CTRL 9 ";
290 RETURN
  
```

```

10 HOME : GR
20 COLOR = 15
30 VLIN 0,39 AT 0
40 HLIN 0,39 AT 0
50 VLIN 0,39 AT 39
60 COLOR = 10: HLIN 0,39 AT 39
70 COLOR = 14: HLIN 19,20 AT 5
80 PLOT 5.5: PLOT 34.5
90 A = 18: PTS = 5: X = 6: Y = 1
100 X1 = 6: Y1 = 1
110 COLOR = 13
120 HLIN A,A + 4 AT 37
130 VTAB 22: HTAB 15
140 PRINT "POINTS "; PTS: " "
150 IF PEEK (-16384) > 127 THEN
    GOSUB 410
160 IF SCRN(X,Y + 1) = 10 THEN
    PTS = PTS - 4: DIR(2) = 1: H =
    4: OP = PTS
170 IF SCRN(X + 1,Y) = 15 THEN
    DIR(1) = 1
180 IF SCRN(X - 1,Y) = 15 THEN
    DIR(1) = 0
190 IF SCRN(X,Y - 1) = 15 THEN
    DIR(2) = 0
200 IF SCRN(X + 1,Y) = 14 THEN
    DIR(1) = 1: PTS = PTS + 2
210 IF SCRN(X - 1,Y) = 14 THEN
    DIR(1) = 0: PTS = PTS + 2
220 IF SCRN(X,Y + 1) = 14 THEN
    DIR(2) = 1: PTS = PTS + 2
230 IF SCRN(X,Y - 1) = 14 THEN
    DIR(2) = 0: PTS = PTS + 2
240 IF SCRN(X + 1,Y) = 13 THEN
    PTS = PTS + 1: DIR(1) = 1
250 IF SCRN(X + 1,Y + 1) = 13 THEN
    PTS = PTS + 1: DIR(1)
    1: DIR(2) = 1
  
```

```

260 IF SCRN(X - 1,Y) = 13 THEN
    PTS = PTS + 1: DIR(1) = 0
270 IF SCRN(X - 1,Y + 1) = 13
    THEN PTS = PTS + 1: DIR(1) =
    0: DIR(2) = 1
280 IF DIR(1) = 0 THEN X = X + 1
290 IF DIR(2) = 0 THEN Y = Y + 1
300 IF DIR(1) = 1 THEN X = X - 1
310 IF DIR(2) = 1 THEN Y = Y - 1
320 COLOR = 15: PLOT X,Y
    COLOR = 0: PLOT X1,Y1
330 X1 = X: Y1 = Y
340 IF H > 0 THEN H = H - 1: PTS
    = OP
350 IF PTS < 0 OR PTS > 29 GOTO
    370
360 GOTO 110
370 HOME
380 IF PTS > 29 THEN 400
390 PRINT "YOU LOST": END
400 PRINT "YOU WON!": END
410 GET D$: COLOR = 0
420 HLIN A,A + 4 AT 37
430 IF D$ = CHR$(8) THEN IF A > 2
    THEN A = A - 2
440 IF D$ = CHR$(21) THEN IF A +
    4 < 38 THEN A = A + 2
450 IF A = 2 AND D$ = CHR$(8)
    THEN A = A - 1
460 IF A = 3 AND D$ = CHR$(21)
    THEN A = A + 1
470 COLOR = 13: HLIN A,A + 4
    AT 37
480 RETURN
  
```

Rebound

Apple II

This program won't make you jump out of your seat, but it will let

Send Us Your Programs

If you've written a program you'd like us to print, send it in. If we like it, we'll print it and send you \$25. Include a note telling us your name, address, age, T-shirt size and type of computer.

All programs must be your own original work. We cannot return programs. Please do not send disks.

Send your program to:

Basic Training
3-2-1 CONTACT Magazine
1 Lincoln Plaza
New York, NY 10023

Extra!

by Russell Ginns

Don't miss out on the latest fad that is sweeping the nation... this month's Extra! Everybody's reading it!

Mountain Maze

Many climbers have been to the top of Mt. Everest. But you can be the very first person to reach the summit of Mt. Contact. Don't forget to watch where you're going. You'll walk right into an avalanche if you're not careful.

Answer on the Did It! page.

FINISH

START

ILLUSTRATION BY RICHARD WELLS

January Full O' Fun

Who says all the good holidays are in December? We've put together a list of some well-known and not-so-well-known January holidays. But there's a catch. Two of them really don't happen in January. Can you guess which two?

JANUARY

Benjamin Franklin Day
Inauguration Day
George Washington Carver Day
Independence Day
League of Nations Day
Martin Luther King's Birthday
New Year's Eve
Australia Day

Answer on the Did It! page.

Sonoran Search

There are 17 animals from the Sonoran Desert Museum hidden in our word search. Can you find them all? Words go up, down, across and backwards. Use our word list. The leftover letters will spell something else you'd find in the desert. Turn to the Did It! page for the answer.

BEAR
CHUCKWALLA
COATAMUNDI
COYOTE
DEER
FOX
GILA MONSTER
HAWK
JAGUARUNDI
JAVELINA
OCELOT
RATTLESNAKE
SCORPION
SHEEP
TARANTULA
TORTOISE
TURKEY

G	I	L	A	M	O	N	S	T	E	R
L	D	O	L	P	T	H	S	A	S	A
A	N	I	L	E	V	A	J	R	I	T
T	U	C	A	E	O	W	F	A	O	T
U	M	O	W	H	S	K	A	N	T	L
R	A	Y	K	S	X	O	F	T	R	E
K	T	O	C	E	L	O	T	U	O	S
E	A	T	U	R	E	E	D	L	T	N
Y	O	E	H	B	E	A	R	A	N	A
D	C	S	C	O	R	P	I	O	N	K
I	D	N	U	R	A	U	G	A	J	E

A Valentine's Day Contest

February 14th is Valentine's Day. And we'd like to see how many different words readers can make using the letters V-A-L-E-N-T-I-N-E. You can use each letter once per word. (You can use E and N twice.) The three readers who find the most words will win CONTACT T-shirts. Send your word list, along with your name, address and T-shirt size to:

Contact Valentines
3-2-1 Contact Magazine
P.O. Box 40
Vernon, NJ 07462

Did It!

Extra

Mountain Maze



January Full O' Fun

The two days that are not in January are Independence Day (July 4) and New Year's Eve (December 31).

Sonoran Search

LOTS OF SAND



Hoopla!

Matt Plendl has 30 hula hoops going at once. If you can't find them all, don't worry. They are so intertwined, that they may be hard to count!

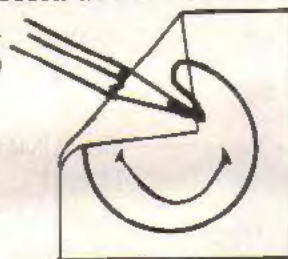
I Love Lupy

Little Dizzy left out something important: a comma. He meant 1,973 pennies are worth almost \$20 (or \$19.73). Without the comma, Lupy thought that a penny from the year 1973 was worth \$20. Uhhhgglll.

Square One Fad Quiz

Marathon Dance: Mike and Edith danced for 216 days. **Stuffed Phonebooth:** Jimmy was broke. He called the operator.

Flagpole: He heard it was the place for Stars and Stripes! **Shoes and Socks:** Each person traded two items, a shoe and a sock. So the total number of traded shoes and socks will be two times the number of people living in the world. Two times any number is always an even number. **Smile:** Draw a circle. Then fold down a corner of the paper. Draw on the folded paper to get to the middle of the circle to dot one eye. Use the same method for the other eye.



Next Month!

Treasure Hunt

Meet some treasure hunters who struck it rich—after a 16-year search.

And discover a still buried treasure that has people spending millions of dollars trying to find it!

MacGyver

Go behind the scenes to meet the star of the hit TV show, MacGyver. Find out how he helps people by using science instead of violence.

Sea Turtle Rescue

Get a close-up look at scientists and volunteers who are helping to save sea turtles from dying out.

And Much, Much More!

Mail

What a Mouthful!

Dear CONTACT,

In an issue of CONTACT you mentioned that the longest word in the English language was the name for a lung disease that miners get. This is not true, according to the *Guinness Book of World Records*. The book says that the longest word is:

Lopadotemachoselachogaleokranioleisanodrimhypotrimmatosilphiparamoelitokatakechymenolichlepidikossyphophattoperistaralektryonoptekephallikigiklopeleiolagoiosiraibaphestraganopterygon.

This term describes a mixture of 17 sweet and sour ingredients including mullet, brains, honey, vinegar, pickles, marrow and ouzo (a Greek drink).

Philip Piggott
Ontario, Canada

Wow, Philip! That's a mouthful to say. Now, does anyone want to make it? Thanks for sending us this name for a tasty tidbit.

Saving Animals

Dear CONTACT,

Not long ago my class had a discussion on the animals who get killed for fur coats. Most of us were very upset by the way they were killed, and we all are trying to get hunters to stop killing these innocent animals.

My whole class would truly appreciate it if you could possibly do an article on harp seals, ocelots, panda bears, and other endangered animals that are killed for fur coats.

I would also like a list of ways to raise money to save the animals. Thank you for all your help!

Victoria Hajdu
N. Miami Beach, FL

It's great to see that so many readers are concerned about this

serious subject. If you would like to get involved in the fight to save the animals, you can write to:

World Wildlife Fund
1250 24th St., NW
Washington, DC 20037

or call, toll-free, 1-800-634-4444.

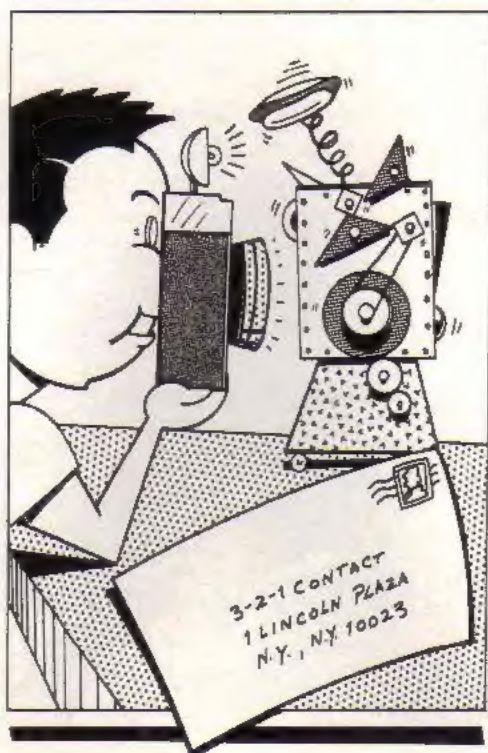
Contests

Dear CONTACT,

I have been getting 3-2-1 CONTACT for a while, and I have noticed that you've stopped putting contests in your magazine. I would really like it if you would put some more contests in your magazine.

Loren Jacobs
Houston, Texas

No problem, Loren. We still run lots of contests, and you'll usually find them in Extra! Readers can draw, write or come up with inventions. Winners get T-shirts. In the next few months, we'll be having plenty of contests—so hang in there!



The Short and Long of It

Dear CONTACT,

In your June 1987 issue you quoted that "One hundred years ago, the average nine-year-old was about six inches shorter than a nine-year-old today." Why is this so?

Katie Cotney
West Point, GA

Good nutrition and exercise have "inched" up on us. Kids today eat better and get more vitamins, minerals and proteins. Today's kids are also exercising more than they did 100 years ago.

Water and You

Dear CONTACT,

I really liked your "Are We Running Out of Water?" article (July/Aug. 1987 issue). I live in Arizona and had not thought that much about having to save water. I really took water for granted. Now I am going to think twice about it. Thanks for the issue!

Jennifer Skiffington
Tucson, AZ

We're not being all wet when we say thanks. We've gotten lots of letters about saving water. It's good to know we have water-savers out there.

We Want Mail!

Dear Readers,

We love hearing from you. The questions, ideas and complaints we get help us make CONTACT a better magazine. So why not drop us a line? We can't answer every letter, but we do read them all.

Send your mail to:

3-2-1 CONTACT
P.O. Box 40
Vernon, NJ 07462

SKIN THE BANANA

Bored with the bus fuss?

Team Cycle's bike gear will have you stylin' over everyone with grips that rip,

rad pads, mega numbers of awesome accessories in colors that'll get you psyched.

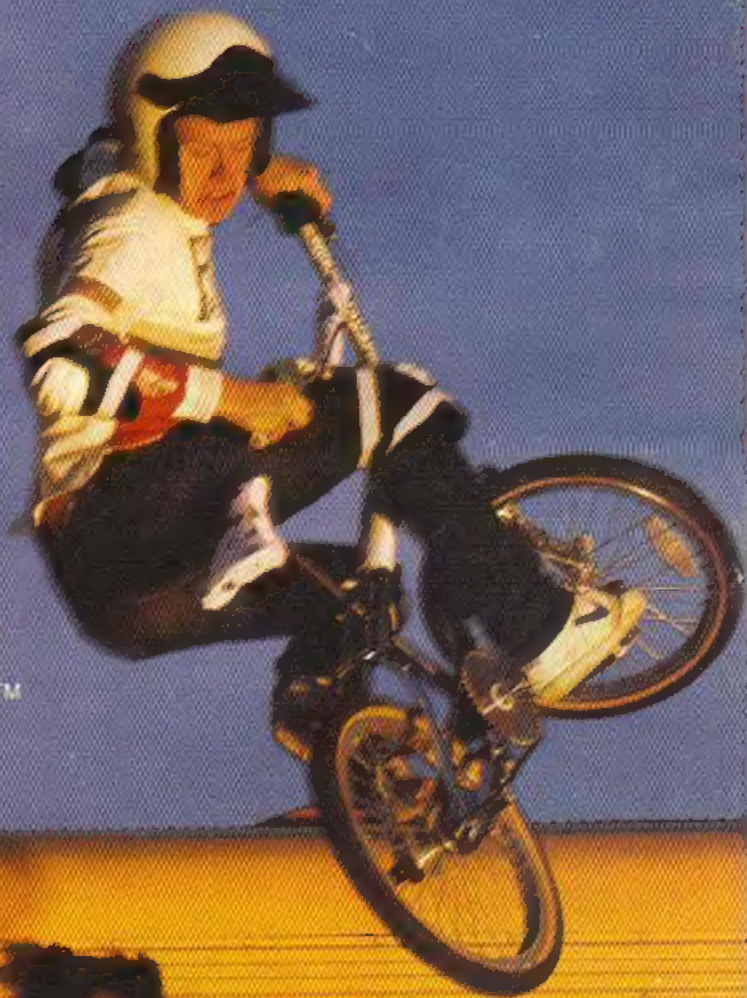
Be slippery cool. Skin The Banana® with

Team Cycle BMX and freestyle

bicycle accessories. At most chain stores.

BMX/Freestyle Components By

TEAM CYCLE™



Cycle Products Company *bicycle accessories for the whole family*

justinman@archive.org

**SQUARE
ONE**

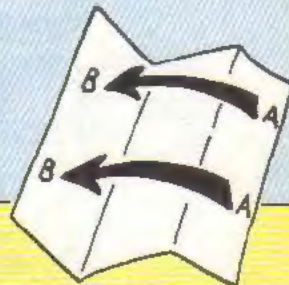
What's wrong
with Professor
Henpickle's
plan?

Fold-in and find out.

er...

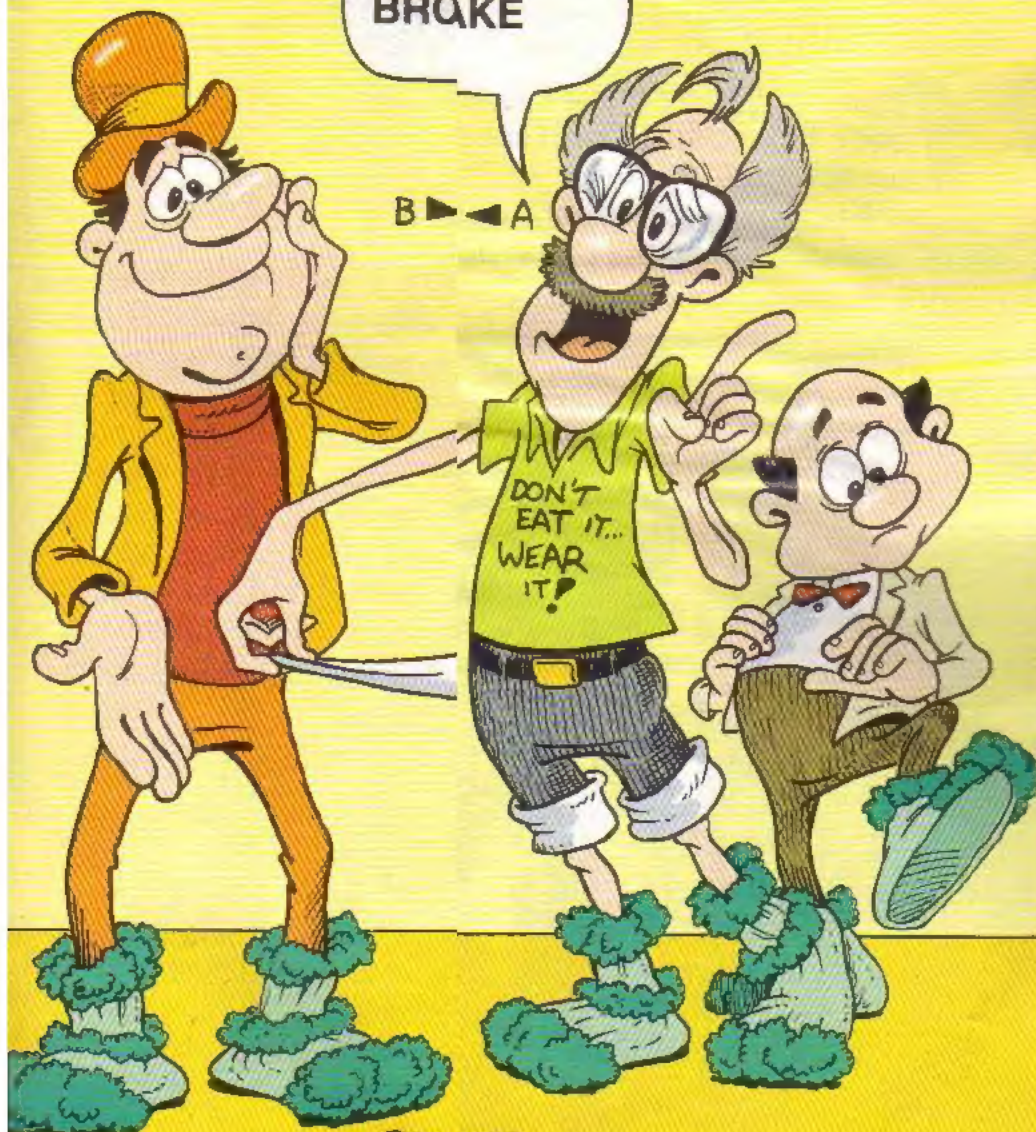
ONE
I

Fold in like this so
that 'A' meets 'B'.



I'LL
GO
BROKE

B ▶ ◀ A



B ▶ ◀ A

**HE LOSES
FIVE
BUCKS
APAIR**